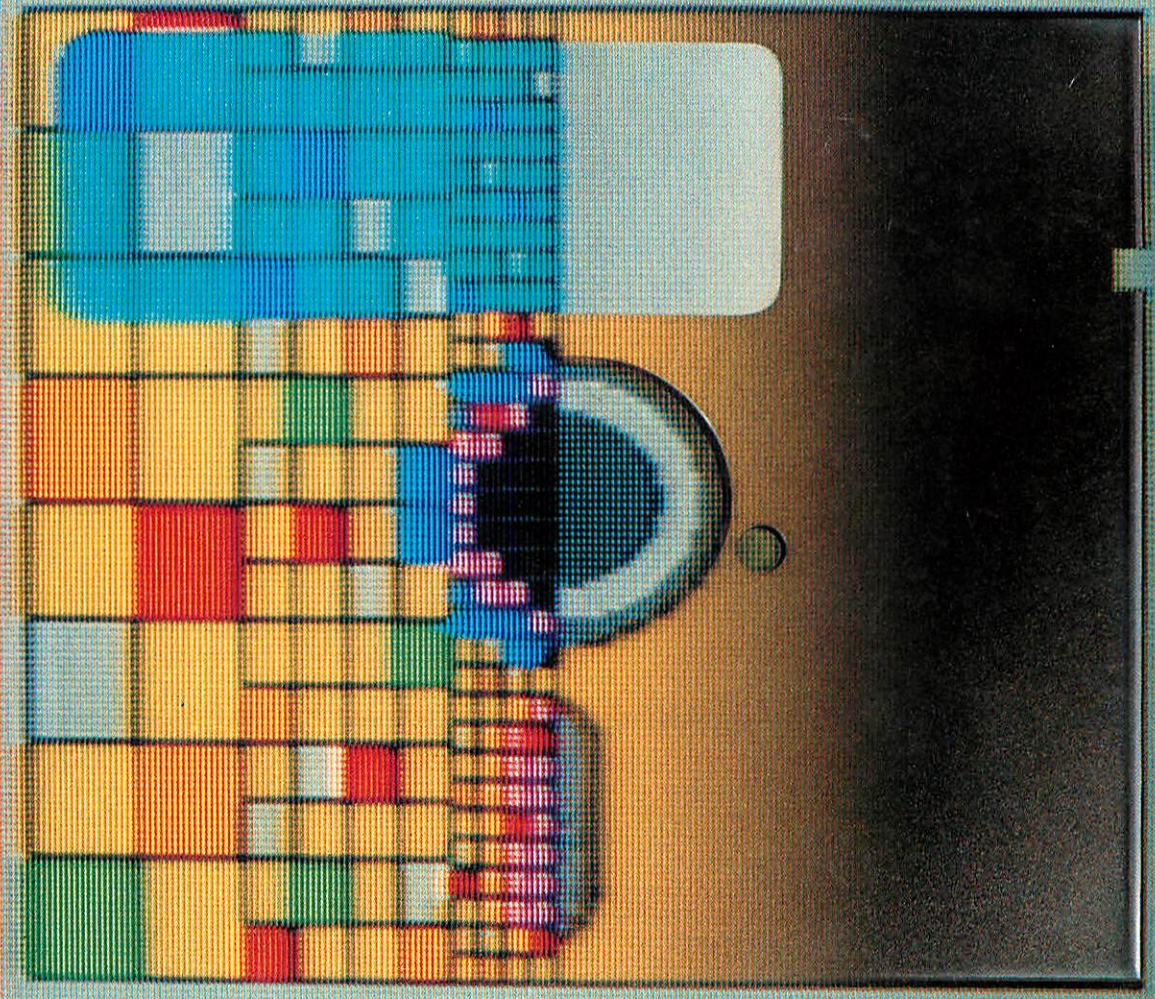**ARCHIMEDES:**

RISC puts Acorn back on top
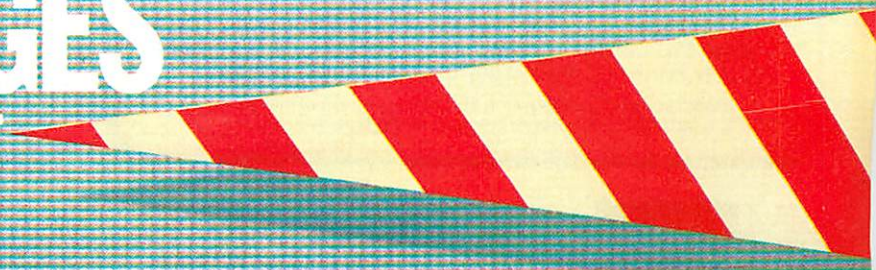
DISC FILING:
Store 128 files on a floppy

HARD DISCS:
Fast data access but at a price

GOING GREEK:
Learn the lingo of the taverna
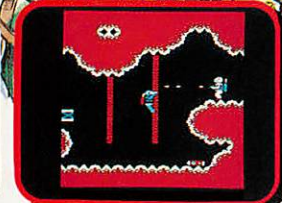
ALTERED IMAGES
Video pictures on a digitiser

ACORNUSER

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FEATURES

COVER

Illustration by
Paul Allen

NEXT MONTH

Acorn User goes
back to school,
Joe Telford on sorting,
Exploring Basic 5,
downloading weather
maps from the radio.
Plus; win an Archimedes

Archimedes
Acorn's New RISC Computer

Introducing the
BBC Micro 300 series

Features: 32 Bit RISC technology, IBM style keyboard with mouse, BBC style operating system, BBC BASIC V (with editor), ADFS, window environment with desk top manager, 6502 emulator, stereo sound, parallel and serial printer outputs. Expansions include: Econet card, Podule expansion system, 20Mbyte Winchester, 2nd floppy disc drive.

We are pleased to accept official orders.

Acorn have now announced their exciting new range of computers - the BBC Micro 300 series. Currently there are two different versions - BBC Micro '305' which has 0.5 Mbytes of RAM and the '310' which has 1 Mbyte. The basic entry system is supplied complete with keyboard and monitor plinth unit which includes the built-in 3.5" disc drive. Both models can also be supplied with either a Mono green screen monitor or a Colour RGB Monitor.

Availability - Full production is expected in the Autumn, with small quantities available sooner. To ensure that you are one of the first people in the country to be supplied with an Archimedes simply fill in the **PRIORITY ORDER FORM** opposite.

Access/Visa accounts will not be debited and cheques not cashed until your new computer is actually sent.

Prices quoted include VAT and 5% BEEBUG members discount.

Priority Order Form

Computer	Basic Model	with Mono Monitor	with Colour Monitor
BBC Micro 305	872.91☐	927.53☐	1091.41☐
BBC Micro 310	955.94☐	1010.56☐	1174.44☐

Please ✔ appropriate box

Access/Visa No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Card Expiry Date ——/——

Name: _____

Address: _____

_____

_____

Post Code: _____

Beebug Member Y/N: ___ No.: _____

NEWS

News in brief

■ The MicroStuffer is an inexpensive 64k printer buffer. It works with standard parallel printers and costs £50. Details from Frontier Software on (0423) 67140.

■ Another BBC micro user group has sprung up – this time in India. Located in the capital, New Delhi, the group has started a newsletter, enigmatically named Unicorn News. Should you want to get in touch with the group it can be contacted at: 13A/75, WEA, Karol Bagh, New Delhi 110005, India.

Name change is music to Hybrid's ears

Peartree has had to change the name of its synthesiser unit for the BBC micro which, until now, had been called the Music 7000. In future it will be known as the Music 87.

The change has come after complaints from Hybrid Technology, the company responsible for the Music 500 and 5000

Names row two: the Music 5000

synthesisers, the Ample music language and the 'thousand' series of add-ons – including the Music 4000 keyboard.

Hybrid claimed that the name of the Peartree system would lead people to believe it was a Hybrid product. In fact, the product has nothing to do with Hybrid, and isn't supported by the company.

Row blazes over Arc name

The BBC has been criticised for giving its name to two of the Archimedes micros.

Research Machines (RM) and the British Micro Federation (BMF) have separately issued statements claiming that the use of the BBC name is 'unethical' and 'damaging'.

Behind the complaints is the belief that schools should be using 'standard' IBM/MS-DOS business micros.

The RM statement was issued on the day of the Archimedes' launch. It questioned the BBC giving its name to a commercial product, and claimed the endorsement will lead teachers into buying a machine which is heading down a 'cul-de-sac away from developing standards'.

RM is predicting the major growth in the education market will be in higher education – precisely the area where Acorn is likely to be most successful with the Arc.

But Richard Steggall, the marketing communications manager of RM, claims that the company is not worried about the machine itself: 'In most applications it won't have much advantage. When it has lots of software it will be a threat.'

The BMF is headed by David Fraser of Microsoft, a company which clearly has an interest in seeing more MS-DOS machines in the expanding education market. The BMF's complaint revolves around the use of a non-business standard operat-

Archimedes: at the centre of names row number one

ing system in schools, claiming that students will be inadequately trained for computers in the workplace.

The BBC's reaction was surprise. BBC Enterprises' press officer, Ian Duncan, said the Corporation 'is not starting any new developments. It's a continuing part of the original computer literacy project.

'It's through the use of BBC micros that computers have got into schools in the first place,' he continued. 'To bring in something totally new would be irresponsible.'

Acorn recognises the value of MS-DOS in vocational training, and offers a compatible co-processor for the Master. Acorn spokesman Michael Page

declined to comment on the RM statement, saying it was a matter for the BBC. But he accused David Fraser of having a vested interest and being out of touch with educationalists' needs. Page said Fraser had contacted neither the Department of Education and Science nor the Department of Trade and Industry before making the statement.

■ Acorn has dropped the prices of the Master series. The Master 128 has been chopped by £100 to £399. The Compact's entry level system is now £349 from £385, the TV system is down £36 to £363, the mono system is down by £70 to £399 and the colour system has dropped by £50 to £549.

THE NEW AMX MK. III MOUSE.
TRAP ONE SOON.

SUPERART   STOP PRESS

THE AMX MOUSE MARK III AS SEEN ON THE 'RISC' MACHINE.

The MK III AMX Mouse is a product of Swiss precision and the result of a world-wide search to find a worthy successor to the AMX Mouse MK II.

The new Mouse has been specifically chosen to be the perfect partner to the ever expanding range of AMX software. The unique patented design includes high resolution D.P.I. and superior ball technology to ensure that contact between the Mouse and the surface is constant at all times.

There's a new shape too, that fits comfortably in the hand.

The AMX Mouse MK III costs only £34.99 or you can join the great "Mouse-Swap". Part exchange your old Mouse for the MK III for only £29.99.

---

*SUPERART

AMX MOUSE MK III PLUS SUPERART 16K ROM, PLUS DISC £79.99

Acknowledged as the most sophisticated, yet easy to use paint package available for the BBC Micro, it's no wonder over 20,000 have already been sold.

'Superart' features include cut, copy, paste, move, rotate, plus many, many more such as fantastic spray and zoom facilities.

Available for BBC B, B+; Master 128, and Master Compact. Please state which version is required when ordering.

SUPERART (ONLY) £49.99
PICTURE GALLERY 2 × FLIPPY DISC £24.99

Instant art! A collection of fine drawings produced by acclaimed artists using superart.

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*STOP PRESS

AMX MOUSE PLUS STOP PRESS 2 × 16K ROM, 2 × DISC £79.99

The most highly acclaimed desktop publishing software available for the BBC Micro. Already thousands of users are producing professional documents, newsletters, flyposters etc. in fact anything where text and graphics are required.

'Stop Press' comes complete with 16 variable typefaces.

Available for the BBC, B+ and Master 128. Please state which version is required when ordering.

STOP PRESS (ONLY) £49.99
EXTRA! EXTRA! 2 × FLIPPY DISC £24.99

300K fantastic clip art, over 25 fonts and utility software.

---

*MAX 16K ROM £19.99

MAX provides an easy to use graphic based front end to your computer's disc filing system including a comprehensive set of disc management operations such as cataloging, copying, deleting and re-naming. You can also run programs from within MAX. Available for the BBC, B+, Master 128 and Master Compact. Please state which version is required.

*AMX DESIGN 32K ROM AND DISC £69.99

A highly sophisticated CAD package which allows the user drawings to be produced such as a simple PCB design up to the most intricate, architectural drawing.

Advanced features include full zoom and macro facilities, 58×58 screen canvas, full supported printer and plotter output. Available for the BBC, B+, Master 128 and Master Compact.

FANTASTIC AMX SOFTWARE OFFER!

The additional AMX Software range that requires the original AMX Art Rom or Super Art Rom including: 3D Zicon normal price £24.99 Database normal price £24.99 XAM normal price £24.99 MindGames normal price £14.99. Total price – £89.96 but now available as a complete package at only £69.99.

These superb products are available from all good computer dealers or direct by Cheque, Access or Visa. All prices include VAT and post and packaging.

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* ALL THESE PROGRAMS WORK WITH KEYBOARD, JOYSTICK OR MOUSE.

EDUCATION
Superart and stop press are now available under licence for ECONET levels 2 and 3.
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ADVANCED MEMORY SYSTEMS LTD. 166/170 WILDERSPOOL CAUSEWAY, WARRINGTON, WA4 6QA. TELEX 628672 AMSG. FAX 0925 58039.
TUBELINK ON PRESTEL PAGE 2582182 SUPPORTS THE AMX MOUSE, AND ALL AMS SOFTWARE.

The Comms Column

■ Tubelink has found a new home. The Prestel database for BBC micro users was placed in limbo when Viewfax, its publisher, decided to quit the system. But Tubelink has now moved to Micronet. It can now be found on pages 800256 and 800258. Waveguide 258, Viewfax's media coverage section has also moved to Micronet – type *WAVEGUIDE# in order to find it.

■ Aldoda International, the company best known for its Teletel terminal software which gives access to the French Minitel network, has just released *Squeak* – a completely mouse-driven Prestel terminal. The software requires an AMX *Super Art* ROM to be fitted to the BBC micro in use, but after calling up the software, you can log on and use Prestel and other Viewdata systems via mouse, joystick, or keyboard.

Squeak boasts some very useful features including pull-down menus for tagged frames, automatic sending of pre-written off-line mailboxes, and a continually updated clock. *Squeak* is supplied as a 16k ROM and disc for £24.50. More details from Aldoda on 01-586 5686, or you can contact the company on Telecom Gold: 72:DTB10179.

■ The appeal case of Steve Gold and Robert Schifreen, the two responsible for the infamous hack into the Duke of Edinburgh's Prestel account has come before the Appeal Court in London. The two have been found not guilty of forgery. Following the media coverage of the case both men have been overwhelmed by the fame brought to them, and since the original judgement last April, they have been writing non-stop for the computer press. Steve Gold now has regular columns on both Micronet and Microlink.

Buzz

Listening micro wins

By Sam Greenhill

A device which allows disabled children to talk to their computers has won an award. Micro-Voice from R&D Speech Technology took first place in an award scheme run by Datasolve technology, designed to help cerebral palsy children.

Micro-Voice is a low-cost speech recognition system. The system can understand children with impaired speech, allowing them to play computer games or use a wordprocessor simply by speaking. The system can understand 10 words at a time.

According to Datasolve, one of the main benefits of the Micro-Voice, is that it is extremely easy to use. Usually only two repetitions of each phrase are needed for the system to become word perfect. It costs £150.

Runners up for the award were a writing aid, a keyboard adapter and a pointing device.

The *Predictive Adaptive Lexicon (PAL)*, is a system which actually predicts what the child wants to type. When the child types the first letter, the system displays a list of the most common words used, beginning with that letter, and then the user can either select a word from that list, or continue typing the word. The process is repeated until the user either

Using Micro-Voice is a great help to disabled kids

selects a prediction or completes the word.

The Light Reactive Switch Tray, fits on top of a BBC keyboard, and will respond to the user waving a hand or arm over the required holes in order to block off the light, telling the system that a key has been 'pressed'. This avoids the child

***PAL* aids wordprocessing**

becoming frustrated when unable to operate a conventional keyboard accurately.

The Photonic Wand enables a cerebral palsy child to use a computer by head movement. Attached to a plastic helmet or on the side of ordinary spectacles, the Wand acts as a pointer which can control the cursor. The Wand is effectively a light-pen which can work from a long distance.

Ian Taylor, managing director of Datasolve, hoped that the awards would 'stimulate support from the computer industry for further research and development'.

Open up the Red Box

Red Three is the latest addition to the Red Box control system from General Information Systems. Red Boxes allow you to control a wide variety of ordinary household electrical appliances using your home computer via the mains circuit.

The new unit is an analogue to digital converter, and can be fitted with a range of monitors such as humidity detectors, temperature sensors or light cells. It can also control low powered devices like five-volt relays in the same way it handles mains devices.

GIS claims that Red Three is the most versatile of the Red Boxes which it has released so far, as it can be dedicated to so many different tasks. It costs slightly more than the other two, at £59.95.

ACP memory

Advanced Computer Products has now released its quarter-meg RAM cartridge for the Master and Electron.

The cartridge has 256k of memory which can be used for holding ROM software images or, using software supplied, as a RAM disc. Because this works at the machine's internal speed it's extremely fast.

The cartridge costs £79.95.

Outcry over Gold prices

By Steve Mansfield

Telecom Gold is facing accusations of abusing its power following changes in its pricing structure which could result in massive increases.

A £5 a month subscription fee has been slapped on 'club' accounts, the type of account most commonly used by individuals. Simultaneously time charges have been reduced, from 11p to 6.5p a minute at peak time. But BT has imposed a data charge based on the amount of text you send and receive, measured in 512-character chunks.

This means the more efficient users, who have high speed modems to reduce time charges, will benefit less. The cost of a typical mail session could rise by as much as 200 or 300 per cent.

Telecom Gold is the most popular electronic mail service, and some users feel that BT is exploiting its position in forcing price rises on its existing customers.

For the moment, Microlink, which is run by Database, and Interlink, run by Micronet, will be unaffected. Microlink already imposes a £3 a month subscription, while Interlink is free apart from time and storage charges.

Dutch dates

Holland's biggest event for the BBC micro user will take place on October 10. The Big Ben Club, based in Nieuw Vennep, is organising its annual exhibition which will show the new Archimedes machines, as well as having education, communication and genealogy activities. The Big Ben Club is the largest Acorn user group outside the UK. Admission is free for club members, and £2.50 for non-members.

BBC graphics fit for TV

Television-quality graphics and animation are now possible on a BBC micro using Millipede's latest hardware system.

Launched at the *Acorn User* Show, the Prisma-3 is capable of producing resolutions of up to 1536 by 574 pixels, using 256 colours on screen from a palette of nearly 17 million. It can do all this extremely fast at up to 900,000 pixels a second.

The hardware provides facilities normally handled by software, including zooming and panning. You can define windows for animation at a frame rate of 50 a second.

The Prisma-3 can hold four full screens in memory, and frame grabbing is available from cameras, tape or disc.

The £3740 system is controlled by a BBC B or Master.

Prisma-3: superb graphics at a price

More powerful control

Cambridge Microprocessor Systems has extended its control and monitoring systems. The processors, which use BBC Basic, now have multi-tasking and colour video output. Networking has also been added. The systems can be linked to BBC micros for software development and monitoring.

CMS's new control system

Technical Logo grows

Extensions to the recently launched Technical Logo software should make it one of the most versatile control languages around, claims its manufacturer, Logosoft.

The new software package enables the language to work with the seven most popular interface units used in schools. A single disc contains all of the different versions of the language extension which can then be selected from the menu.

The extension pack costs £20, or £45 if you want it with the Master Logo package.

Meanwhile, Logosoft is at pains to point out that it is not connected with Lego, and that Logosoft's products are not replacements for Lego's own control software. The confusion originally arose because Technical Logo works with the Lego interface unit.

News in brief

■ The *Wordpro* utility package for *Wordwise* users has been improved and had its price cut. The disc-based package now allows 80-column previewing of text regardless of the size of the files. It also allows you to preview multiple files. The price has come down from £23 to £15.95. Low price, and in some cases free, upgrades are available for existing owners. Ring Softec (0202) 476415.

■ A conference for network users, Econet 87, is being held at Leicester University from September 30 to October 1. There is space for up to 300 participants, and the programme will include talks, workshops and practical help. More information on (0386) 792008.

■ Brilliant Computing is looking for BBC micro programmers to produce graphics to be used by the severely disabled people. Contact Brilliant on (0274) 632223.

News in brief

■ Micronet users hooked on the *Shades* multi-user game are getting some financial help for their habit. All 'Shadists', as Micronet insists on calling them, are getting five hours of play at absolutely no cost whatever.

This can be spread over as many sessions as you like, and can be divided between the two personae that each player is allowed. The offer is open to all Micronet members, whether they've played before or not.

■ The first new programming language for the Archimedes has come, not from Acorn, but from a company called Smalltalk Express – and it's free.

Smalltalk is used by software engineers for prototyping business and commercial systems, but mostly on large and expensive machines. Little Smalltalk is an entry-level version of the software which works on the Archimedes, IBM-compatible PCs and the Apple Macintosh.

The software is being supplied free with a book by Tim Budd on the language. The book costs £29.95.

■ Two software packages from BBC Enterprises have been drastically reduced in price. The two ROM-based products are the *Ultracalc 2* spreadsheet and the *Monitor* memory and disc editor. *Ultracalc 2* has been reduced by nearly £50 to £29.95, and *Monitor* by £20 to £19.95. Both are compatible with all BBC micros.

■ Granada Microcare is offering a support service for the Domesday system. The company will provide a nationwide field service and workshop support for the AIV system.

■ The Potteries' BBC user group, Potbug, is now selling its newsletter to anyone who's interested for 40p. It contains material for both the BBC micro and the Electron. The mini-*mag* comes out roughly once a month, and its contents include listings and reviews.

Government plans blitz on software pirates

By Bill Penfold

Computer pirates are facing tougher penalties under new legislation being put through Parliament this autumn.

Maximum fines are to be increased, and in extreme cases prison sentences of more than two years may be on the way.

It's all part of the Government's decision to start sorting out the confusion over Britain's copyright laws.

Reforming the law on intellectual property is to be one of the planks of the Government's post-election programme. . . and a plank the software pirates will have to walk.

Confirmation came in the Queen's Speech setting out the Government's agenda, which included a specific commitment to a new Copyright Bill.

Ministers freely admit the statute books have failed to keep pace with computer development despite the Copyright (Computer Software) Amendment Act which came into force just over two years ago.

The 1985 Act aimed at making it clear that computer programs enjoy copyright protection, and it also beefed up the criminal remedies against piracy.

In addition it cleared up the anomaly in the law which ruled that works written on paper were covered by copyright protection, but not if typed directly into a computer keyboard.

There are still legal doubts over works created in what Whitehall calls 'non-human readable form on media other than computer memories', but which are intended ultimately for loading into a computer.

That will be cleared up by the 1988 Act. So too will another grey area – the loophole some software pirates believe they can exploit. This uncertainty surrounds copying software when it does not directly involve the computer – for instance, copying computer cassettes on twin-deck audio recorders.

One area of interest to non-disc users is the Government's plan to slap a special 10 per cent levy on to blank cassette tapes. This is to 'legalise' the home taping of records – the money from the levy being distributed to the music industry.

But there is no need for Beeb cassette users to rush out and stock up before the levy is introduced. The extra 10 per cent will only apply to tapes lasting for 35 minutes and over.

The bill will be introduced mid-November and the aim of Trade and Industry Minister John Butcher is to get it into force by early next summer.

Art package for schools

Advanced Memory Systems claims to have produced 'the most comprehensive drawing package yet available for the BBC micro'.

AMX Design comes on a 32k chip plus a disc, and can be controlled by mouse, joystick or keyboard. It uses mode 0 for maximum resolution, although that limits it to just two colours on the screen at any one time.

The program provides drawing tools like ellipses, circles, arcs and boxes. You can also zoom in on areas of your picture that need touching up. The software includes one unusual feature, allowing you to produce multi-level drawing plans. The program can dump drawings to Epson-compatible prin-

ters, as well as Penman and Plotmate plotters.

AMX Design is aimed mainly at schools and colleges. It's not compatible with the Archimedes yet, but AMS will be bringing out similar software for that machine in the near future.

The price is £69.99, with discounts available for bulk educational purchases.

AMS has had a busy time

***AMX Design* from AMS**

recently, having been involved in a dispute over the name 'Pagemaker'. An American corporation, Aldus, has claimed rights to the name for its desktop publishing package, which runs on the Apple Mac and IBM PC-compatible micros.

The companies have reached an 'amicable' agreement and AMS is changing the name of its product to *Stop Press*.

Blunderbox

There was a minor mistake in the August issue. Line 120 in First Byte listing 3 should have read:

```
120 PRINT "Result is: ";?first
```

You should find it now works.

15

Contacts

C for BBCs launched

After years of going without, BBC micro owners can now use programs with one of the world's trendiest programming languages – C. And like buses, not one but two have arrived at the same time.

C is fast becoming one of the most popular languages, mainly for its portability. A C program written on one machine will work with only minor alterations on another.

Acornsoft and Beebug have both brought out C packages. They conform to the most widely recognised standard, but with some machine specific extensions. The Acorn product is unusual in that it works on everything but the BBC B. It needs either a second processor or a machine with four sideways RAM banks. The software comes on disc – both 3.5-inch ADFS and 5.25-inch DFS in the same package – at a cost of £114.

The Beebug C has an option to use a stand-alone generator – which will be coming out later – to produce machine code programs that will run on machines without C installed. It comes as two ROMs plus a library disc for £59.

Also new is *Termulator* for

Master ROM from Beebug

the Master, from Acorn, and the *Master* ROM which is finally available from Beebug.

Termulator is a terminal emulation program which will turn the Master into one of a range of mainframe terminals.

The *Master* ROM includes a front end program, ADFS utilities, RAM disc and a diary. It will work on the BBC B or B+ if you have ADFS and sideways RAM. The price is £39.

Autodialler for schools modem

A communications software package has just been released, for use with the Dacom DSL 2123 AD 'Schools' modem.

The software is an autodialler, and works in conjunction with the *Commstar* ROM. The software can dial a number, and keep dialling until a connection is made, claims its writer Craig Evenson. When it gets through the program can then also set up the correct protocols and enters chat mode. It costs £12 on disc.

Next month in Acorn User

Your chance to win an Archimedes in our challenging competition. Plus:

Joe Telford sorts out sorting, Terry Morris describes Weatherfax, weather charts broadcast over the radio and Chris Drage and Nick Evans try to weave medieval adventure software into the curriculum.

Tessie Revivis has been studying the Archimedes' Basic 5 and Peter Julian introduces control and robotics.

POST A PROBLEM

Acorn User has a guaranteed fast reply service for enquiries. Your answer will be returned within 10 working days for just £3 (includes VAT), or your money back.

Just write out your problem, fill in the coupon (right), and send both off to *Acorn User* with a stamped addressed envelope and cheque or postal order for £3. If you want recorded delivery add the cost of this on. Include as much detail as possible, and a disc or cassette if a program is involved, with enough space to record any corrected listing.

Please note: debugging readers' programs or those from other magazines is a complex task and we cannot guarantee to give a full solution. Unless the problem can be spotted quickly, the service will only be able to make general comments or suggest a strategy for the reader.

We will then answer the problem and return all material received – within a guaranteed 10 working days from receipt. If we fail to match this promise then your cheque or postal order will be returned with the answered question – you can't lose!

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I enclose a cheque/postal order for £3 and an sae with my problem.

OFFICE USE ONLY Date in:

Date out:

Answered by:

Could you produce this advertisement on your Micro?

There is very little that is not possible when you have a graphics system as fast and as powerful as

MICROBRUSH

Microbrush is a professional graphics package for either the BBC B or the Master. Whichever machine you have, Microbrush transforms it into a powerful graphics computer. If you own a Master then Microbrush offers you extended resolution in mode 0 and mode 1.

Mode 0 - 1216 * 416
Mode 1 - 608 * 416

This whole A4 page was composed as one mode 0 high resolution image using the out-board scroll system, and has a resolution of 1216 * 900 pixels.

Microbrush for the BBC B is comprised of two 16K roms. The Master version contains a third rom. The first two roms can be used in either machine.

The whole system is menu driven and controlled by the Marconi RB2 tracker ball for speed and precision, but may also be used with either the AMX or the Whigmore mouse. Please note that the tracker ball is not included.

Microbrush A - £150 2, 16K roms + disc utilities, BBC B and Master
Microbrush B - £200 3, 16K roms + disc utilities, Master only.

When ordering please remember to state which system you require, whether you need 40 or 80 track discs and a telephone no. if you have one. Orders and information requests should be sent to–AB Designs, 81 Sutton Common Road, Sutton, Surrey. Phone 01 644 6643

The Painting system

This is just 1 of 33 major graphic systems contained within Microbrush and offers you 42 colours in mode 1 and 42 grey tones in mode 0. New colour palettes can be created with which you can draw lines, sketch, fill, paint in foreground, background, opaque, transparent and combined colour. Add this to a colour rubber which will selectively erase any actual colour and you have a very powerful painting system with more than **1,000,000** possible colours.

Above the painting system in mode 0.

The Ikon Generator

The ikon generator is the main workhorse of the Microbrush system as it is used for both generating and positioning any ikon up to 6 * 3 character blocks. This system is also used

by the typesetter and for creating colour palettes, rubbers, paint-brushes and type-faces. Up to 46 ikons can be stored in memory. The scope of the ikon facility is immense as it allows you to transform the Microbrush system into a purpose built design tool that suits your needs.

The Type Setter

With the Microbrush system you will receive 50 proportionally spaced typefaces. The smallest allows you up to 170 characters to the line and if this is not enough then you can design your own typefaces.

The typesetter displays the current font as a scrollable menu allowing you to quickly produce professional typography.

The Screen Editor and the Special Effects Generator

The screen editor is a powerful drag system that allows you to store up to a quarter of the screen in memory. Once stored, images can literally be dragged across the screen, repeated, copied, saved to disc or fed to the special effects generator.

The Special Effects Generator

This is a very versatile system which will automatically outline, inline, shadow, 3º, half-tone, etc. any image held within the screen editor's memory.

The Injector rom

The Injector rom is the second rom in the Microbrush system. This rom contains the drawing functions such as lines, rectangles, circles, ellipses, arcs, rotate, squash, stretch, zoom, halve and quarter screens, plus a whole host of other functions.

This is a very brief description of just 7 of the 33 graphics systems contained within Microbrush. All of the systems are both fast and easy to access. Microbrush also includes a 7*7 character pixel editor and an Epson FX80 screen dump.

The Master rom

The Master rom takes you into a completely different world of graphics with almost 4 times the resolution in modes 1 and 0, plus 2 on-board graphics screens, 10 rom based typefaces and a 3º generator which is linked to a 10 point perspective system. This allows you to deal with exceptionally *complex* perspective tasks such as the camera seen above. Also available for the Master rom is an out-board scroll system which allows you to build images with a resolution greater than 1216 * 2000, plus there are high res. screen dumps for both Epson and Integrex printers.

Lastly flick through the pages of this magazine and see how many of the other graphic systems are capable of producing their own advertising.

Extentions to the Microbrush system include – The out-board scroll system–£40, an extended Master rom offering you 14 colours in mode 1 and 4 colours in mode 0 –£85, a typeface editor plus fifteen extra typefaces –£25, the Master rom –£65. No VAT if purchased before September 1.

LETTERS

CHOLO CHAOS

Sir, I thought readers might be interested in my experiences with the new game *Cholo*. Having been inspired by the rave reviews that the game has received, I recently went out and purchased a copy.

Imagine my anticipation as I feverishly ripped open the disc box, inserted the disc into my drive and pressed Shift-Break. My initial entry into the game confirmed much of what had been written. I quickly found the computer room and read in the program, and then. . . disaster struck.

Cholo – compatibility problems

The Pass Txt program refused to run and the keyboard froze. What had I done? What part of the instructions had I misread? To recover I re-booted the system, only to have the same problem once again.

BT informed me that *Cholo* 'is only compatible with Acorn DFS systems'.

So come on BT, either produce products which can be run on the majority of BBCs, or put warning stickers on your software that say 'Acorn DFS only'. I really think the attitude of 'buyers beware' is dubious for a major company.

Martin Meggs
Bedfordshire

Tony Beckwith of Firebird Software replies:

Early copies of *Cholo* were incompatible with many non-Acorn disc filing systems.

There is now a second version of *Cholo* which is compatible with a greater number of DFSs, and with 40 or 80-track drives. This new version can be recognised by the lack of a label on the disc. It still doesn't work with double-density systems, but a special version for the Watford DDFS is being developed and should be released shortly.

THE MIJAS TOUCH

Sir, Thank you for publishing the review of our 65(C)02 development system in the July issue of *Acorn User*.

There were however a small number of technical points which I would be grateful if you could bring to the attention of your readers.

We have now added the ability to use internal addresses as single bytes by allowing literal operands of the form #>. . . and #<. . . This was needed for our new C compiler.

Source-level Debug seems to be a product which the programmer needs to use before its massive advantages appear. One major computer manufacturer kept it under wraps in its laboratory believing that no one would want it. In despair someone leaked a few copies and within a few months it was inundated with enquiries!

John F Evans
Mijas Software

Lack of space also prevented the review pointing out the speed advantage to be gained from the relocatable assembler. Each individual 'code module' needs to be assembled only once – in order to produce a new version running at a different memory address it only requires a re-linking of the various modules, and this is a considerably faster process than carrying out a complete reassembly of the code.

OLD FOOL

Sir, As a break from the almost continual activity of searching for a suitable job (I was made redundant last year at age 46), I have been glancing through back numbers of *Acorn User*.

When I first read your April 1985 issue I had been intrigued by the 'Program of the Month' for a touch screen. I had never got round to typing it in but as my typing speed has now improved through the practice I have had in writing so many letters, I decided to have a go; the program is quite short and I felt I could do it in about half an hour.

I must say that the result exceeded my highest expectations and went a long way towards relieving the tensions of my situation. Whether the tears in my eyes came about through my appreciation of the usefulness of the program or not, I leave for you to judge. I would just say it was worth waiting two and a half years for, even if the month was wrong, and I can now better

appreciate the finer points and explanations in the editorial supporting the program!

Roger Pickard
Sussex

Reading your letter cheered us up too, it's nice to know you keep the magazine for so long! You might like to try Martin Phillips' April Fool program (April 1986) as well, one of our favourites.

CHANGES TO THE EDITOR

Sir, In the June '87 issue of *AU*, a reader had run into the same problem as me. It is the superb piece of software called *Beebed*, a Basic program editor from J & O Software, which will not work on the Master. The reason for this is that *Beebed* makes calls to Basic for the tokenising of lines and for some other purposes. In the Basic 4 of the Master the addresses are not the same as in older BBC B's Basic.

I have found a solution for this. Put a Basic 2 ROM from a BBC B into a cartridge together with the *Beebed* ROM. Use *UNPLUG 12 to disable the Basic 4 in the Master and *CONFIGURE LANG 14 to select *View* as the default language. Press CTRL-Break, then *BASIC, and you are back to using Basic 2 and *Beebed* on the Master. To get back to Basic 4, just unplug the cartridge, type *INSTALL 12 and *CONFIGURE LANG 12 and press CTRL-Break.

Jan Petter Naess
Norway

LETTERS

FRONT-END ADJUSTMENTS

Sir, I read with interest the article by Joe Telford in the June 87 edition of *Acorn User*, concerning the front-end for the Master. I have an expanded BBC Model B, with the following additions: Solidisk 1770 disc interface, with their ADFS; Solidisk 4MHz 256k expansion, which gives shadow and sideways RAM; and Solidisk real-time clock, which emulates that of the Master, and also gives *CONFIGURE and *INSERT/UNPLUG facilities.

With this combination, I have typed in the listings in the yellow pages, and been able to get the front-end to work with only very few program amendments.

No modifications are needed to *Starmaker*, *Iconmaker* and *Filemaker*. The following amendment is required to *Joevdu*, to allow for the fact that the character set is permanently exploded on the Master, but imploded on the Model B:

```
50 IF?&246=0THENPAG
E=PAGE+&100:OSCLI"FX20
,1":CHAIN"JOEVDU"
```

Because the 256k expansion board uses banks &8 to &F for sideways RAM, but also normally uses bank 8 for shadow RAM, the following changes are needed in *Joetop*:

```
2330 IFskt%<90Rskt%>1
5PROCok("Can't load to
ROM sockets!"):ENDPRO
C
3620 IFx>8ANDx<16PRIN
Tram1$;fa$(w,x);ram2$;
STRING$((10-LEN(fn$(w,
x)))/2," ");fn$(w,x);:
ENDPROC
```

The command to load a sideways ROM image is different, so the following change is required:

```
2470 OSCLI("RLOAD "+S
TR$~skt%+" "+fb$)
```

This defaults to a load address of &8000, so lines 2380-2440

are redundant, but can be left in, by responding with Return to the prompt.

The real-time clock uses a '1' to denote an unplugged ROM, rather than '0'; also it uses registers 8 and 9. The following changes are necessary because of this:

```
6480 A%=161:X%=8+(s%D
IV8)
6490 =(2^(s%MOD8)=(((
USR(&FFF4)AND&FF0000)D
IV&10000)AND2^(s%MOD8)
))
```

Finally, there are some commands in the listing which are specific to Basic 4. It is necessary to use the expanded VDU... form, where VDU ... has been used in lines 5400 and 5850. Also, instead of PRINTTIME$ in line 1060, I used OSCLI"TIME".

Having made these changes, I have been able to use the suite in exactly the same way as described in the article, and have found it to be extremely user-friendly.

M J Fowler
Bucks

SORTING OUT SPELLMASTER

Sir, I am writing in response to James Ducat's letter in the July issue. He states there is no easy way to delete all the text in *Wordwise Plus*. In fact this is easily achieved from the menu page by typing ':NEW' (lower case is also accepted).

I would like to offer some help to readers who may be having the problems I experienced when using Computer Concepts' *SpellMaster* ROM in conjunction with the Solidisk 256 board.

The problem arises when trying to create or add to a user dictionary in sideways RAM, when other ROM images (for example the Solidisk printer buffer) are resident in other RAM banks. Unless the 256

board recognises the user dictionary as the 'active' bank, it is not possible to add words to the dictionary. This may be overcome by using the RAM access register to select which RAM bank is currently selected for write operations. This is achieved in practice by prefixing ROM-loading commands with ?&FE32=n, where n is the RAM bank number.

Of wider interest to *Spell-Master* users in general, the !BOOT file may be used to set up the spelling checker to perform immediate checking as you type, by using the *FX138,0,X command to simulate key presses. X is the ASCII value of the required key press. To set up the immediate check, after entering *Wordwise Plus*, enter *FX138, 0, 27 (Escape to enter edit mode); *FX138, 0, 10 (CTRL-J to pull down the *SpellMaster* menu); *FX138, 0, 53 ('5' to turn on the immediate check) and finally *FX138, 0, 27 again to return once more to the main menu.

Dr W Saywell
Hants

HIGHLIGHTING VIEWSHEET

Sir, I am sure I am not the only one of your readers who, having taken encouragement from Martin Phillips' article (July issue), have put *ViewSheet* to good use and are now frustrated because it is apparently impossible to exercise proper control over *ViewSheet*'s printed output.

I have read the manual from cover to cover and note that highlights 1 and 2 are available, providing a suitable printer driver is installed and the highlights are switched on in the printer window definitions. Unfortunately the manual offers no hint as to how highlights 1 and 2 are invoked on

the sheet itself, not to mention the use of further highlights. How is this done?

Another problem exists when one requires a page throw following completion of a printer window and before printing another. I would be greatly relieved to know the secret of how it's done.

K K Whyand
Dorset

The highlights can be set by putting 1 or 2 into the printer window definition under Opt:

```
Wi TopL BotR Pos
PO A1    I26

Cw Bw Fmt  Opt
7  7  D2RM TS2
```

This whole window will print out in bold. The highlights don't need to be put on the sheet at all.

Only highlights 1 and 2 can be used, but other options are explained in Graham Bell's article on page 157.

Perhaps a reader knows how to incorporate a page feed at the end of a window?

PATCHING UP THE RAM

Sir, An article by Manek Dubash in the May issue of *Acorn User* drew attention to the inability of *View 2.1* to scroll properly when used with some shadow memory sytems.

This same problem had annoyed me for some time, and although Manek refers to it as much publicised, I could not recall any previous mention of it. This week however, I noticed a patch program from Acorn, published in the July 1985 issue of *AU* (page 112).

I can report that the patch, although intended for the B+, works well on my model B with Solidisk shadow memory, rectifying the problem.

Alan M Rowley
Shropshire

LETTERS

POUNDING AWAY

Sir, I have *Wordwise Plus*. My Juki 6100 requires 'ES73' every time I want it to print the £ sign. It's a bore trying to type 'ES73' each time with the embedded commands as well, the search and replace routine would require a fair number of keypresses (even if I could make it work) and even a pre-programmed function key needs Shift-CTRL-f>n< each time it's wanted.

So the following little routine is !Booted into one of the segments. Jaquetta Megarry explained how to write !Boot files in *Wordwise Plus* (*AU* Sept page 164) – so simple.

```
CURSOR TOP
REPEAT
A$="£"
FIND A$
REPLACE A$,"<f1>ES7
3<f2>"
UNTIL EOT
CURSOR TOP
DISPLAY TEXT
```

While editing I just use the £ sign wherever I need it and then when I have finished I call the appropriate segment using Shift-<fn>.

David McLeod
Hampshire

INFORMATION EXCHANGE

Sir, We are an Adult Training Centre for the mentally handicapped and as part of our educational programme, we use BBC Master computers in conjunction with Microvitec 501 touch-sensitive screens, Concept Keyboards, various switches, etc. We would like to contact other BBC micro users, who have experience of their use in the mental handicap field, so that we can exchange information, etc.

I can be contacted at the Burton Adult Training Centre, Shobnall Street, Burton upon Trent DE14 2HE.

Brian J Kitchen
Staffordshire

HELPING WITH HOBBIES

Sir, I would like to congratulate you on June's issue. It was refreshing to find significant articles dealing with the use of computers in solving non-computer problems. It is all too easy for hobbyists to become obsessed with solving problems that they would not have had if they had not taken up the hobby! In photography you can find magazines that talk about nothing but equipment, and not about pictures and hi-fi magazines go on about wow, flutter and distortion but never once mention music.

Could I suggest that future articles should cover such things as the use of spreadsheets and databases, using the BBC micro versions as examples in dealing with the problems and opportunities? For instance, I did consider using *ViewStore* to index my slide collection, only to abandon the idea when I realised the difficulties of identifying and classifying all the slides, and also the sheer amount of work involved in data entry.

Wordprocessing could be covered with reference to the techniques of mail merging and pre-written paragraphs. There could also be something on the good and bad points of spelling checkers, such as the fact that they will not find the right word in the wrong place; and the fact that every spelling checker I have met includes some uncommon spellings that I would not use.

Another article could usefully cover drawing techniques. I came across the program *Timpaint* on the Master Welcome disc, and when I tried to use it, I found myself hampered by the fact that I didn't really know how to draw. Although it would not be possible to make me into an artist in one article, you might be able to find someone who could give me some ideas.

David H Wild
Hertfordshire

The best use of computers is made by people who have a specific job to do and make their system do that.

Problems such as making database entries are rarely mentioned and if you're going to start typing them in, you must have a very definite established need to warrant the weeks of work needed.

Martin Phillips did cover databases in Hints & Tips, and *ViewSheet* was covered in July, when I hope you also noted Bruce Smith's comments on spelling checkers.

It's nice to be able to agree with a letter, and on your final point, graphics techniques will be covered in our December issue.

ROM REMEDIES

Sir, Recently I purchased *Spell-Master* for my BBC model B from Computer Concepts, which I put in socket 13, and the *NLQ Designer* ROM from Watford Electronics, which I put in socket 14. After using these products I tried to load a dictionary from disc into sideways RAM for *SpellMaster* using *DLOAD; the computer crashed. I subsequently discovered that there was a command clash between these two ROMs, *DLOAD also being availabe on the *NLQ* ROM. There are two possible remedies for this:
1) Switch the ROMs round, so that *SpellMaster* has higher priority and use the W prefix available for * commands on Watford Products. A simple solution but time-consuming and risking chip damage.
2) Use an undocumented prefix in *SpellMaster*. Upon experimenting I discovered that a 'C' prefix can be used, ie, typing *CDLOAD will work perfectly and no moving of chips is required.

The availability of this prefix is *not* mentioned in the *Spell-Master* manual but is, obviously, very useful. A request to Computer Concepts and other ROM manufacturers: please publicise the availability of these additional words.

David R Innes
Avon

Well done to Watford and Computer Concepts for including the prefixes to reduce ROM clashes like this. Obviously, where a prefix is provided, it should be clearly documented.

NO LONGER THE TOPS

Sir, Please could you give a good reason for the disappearance of the Top 20 BBC and Top 10 Electron games from *Acorn User*?

Surely it wouldn't be too much to ask to have the charts, perhaps every other month? They were one of my favourite features of your excellent magazine. Why did they go?

Ben Martin
East Sussex

The software charts were dropped partly because we felt the education and business charts were of limited value, partly because of lack of space. The Games Page has replaced them, and does comment on the popularity of new releases.

HINTS & TIPS

Martin Phillips sorts out computer mathematics, banishes the boring beep and straightens out circular graphics

EQUALITY OR NOT?

You would assume that the computer is good at mathematics. In reality it is pretty hopeless. This program illustrates the point rather well.

```
10 REM Listing 1
20 A=5.2
30 B=5
40 C=10.2
50 IF A+B=C   THEN PRI
NT "Right"
60 IF A+B<>C THEN PRI
NT "Wrong"
```

The program will, of course, print out the expected answer 'Right'. If, however, lines 20 and 40 are changed to read:

```
20 A=5.4
40 C=10.4
```

and the program run again, the answer 'Wrong' will be given. From the first attempt at running the program, we know that the program is working correctly. The mistake lies in the way the computer does its maths. On typing the following lines directly into the computer, these results are obtained:

```
PRINT A
     5.4
PRINT B
     5
PRINT C
    10.4
PRINT A+B-C
3.7252903E-9
```

Now the problem becomes clearer. A+B−C does not equal zero, but 0.0000000037252903. This difference, slight though it is, is enough to stop the equality statement working. The difference is caused by the way the computer stores numbers. To be more precise, it is not the computer, but the way Basic stores numbers. These are only stored to 10 places of decimals (nine with Basic 1). Other computer languages such as Fortran can work to a far greater accuracy than Basic allows, but the problem will still exist. The way

round this is quite simple to demonstrate:

```
10 REM Listing 2
20 A=5.4
30 B=5
40 C=10.4
50 IF A+B-C<0.001 THE
N PRINT "Right"
60 IF A+B-C>0.001 THE
N PRINT "Wrong"
```

It's important to realise that this problem only occurs with real numbers – integers are always stored exactly.

Often a program with such a test for equality of real numbers will work reliably for ages, then suddenly go wrong when it hits a bad combination of numbers.

One example when this problem will rear its ugly head is when writing programs to handle money. If there are any checks, say on the total, then these might not agree. There are two possible cures for this. The first is to multiply the real numbers by 100 and work in integer arithmetic. To display the results divide them by 100. Listing 3 on the yellow pages gives an illustration of this method. Using the print format variable @%, the figures are printed out to two decimal places. By using integer arithmetic it is possible to store values up to £2,000,000 accurate to the nearest penny.

This method as it stands is not fool-proof, as real numbers still have to be used for input and output. Try adding £29.49 and £10. To get around this, instead of multiplying and dividing by 100, change the program to multiply and divide by 1000. This means that the real number is converted with a ten-fold greater accuracy, although the maximum value it is possible to store will be reduced by 10 times.

The other cure is to use a relative test rather than trying to equate two totals exactly. As any value less than £0.01 has no significance in our monetary system, we can utilise this to provide a better test for totals agreeing: listing 4 shows how this can be done. The ABS statement ensures that the test will work whichever total is larger. Essentially the check finds out whether the difference between the two values is small enough to ignore.

£5 SIDEWAYS RAM LOADER

Stephen Baxter from Milton Keynes wins £5 for sending in a routine to load a ROM image from disc into any sideways RAM present (yellow pages, listing 5). When the program has been typed in and run, it will save a short machine-code program called 'RAM'. This should be saved onto a disc with the ROM images sorted on it. Then to load a ROM in from disc, type:

*RAM ‹filename›

When the ROM has loaded, the computer will make a beeping sound and wait for you to press a key. When a key is then pressed, the program will perform a hard break, clearing memory and resetting the machine, and initialising the ROM image. To avoid this hard reset, press Break instead of another key.

This program won't work properly if a second processor is attached though, because the 'hard break' can't be fully emulated in software. With a second processor, press Break instead of any other key when the machine beeps. This will also be necessary when the sideways ROM image loaded needs to claim work space, like most filing systems and some utility ROMs. These are the ROMs that make the value of PAGE increase – try PRINT PAGE before loading in the ROM, then load it, press CTRL-Break and PRINT PAGE again to find out. If the two values differ, then the ROM requires work space.

When the Break key is pressed to install the ROM, it sends a Reset signal to the 6502 processor chip. This chip then looks at locations &FFFC and &FFFD to find the address of the initialisation routine. The 6502 then jumps to this initialisation routine and resets most of the major functions of the computer. This procedure includes a check to see which ROMs are installed.

The operating system keeps a table of information about each ROM, and allocates each some memory if the ROM requires it. Loading a new ROM image into sideways RAM means the table needs to be updated, and this is just what the &FFFC routine does.

HINTS & TIPS

BANISH THE BORING BEEP

The easiest way to produce a sound on the BBC, and also the least well documented, is to hold down the CTRL key and press the letter G. This is normally written as CTRL-G. The computer will produce a beep. Every time CTRL-G is pressed the familiar computer beep will sound. This beep can also be used in programs; pressing CTRL-G produces ASCII code 7. ASCII stands for American Standard Code for Information Interchange. The seven and the G are related, G being the seventh letter of the alphabet. BBC Basic has two methods of enabling ASCII codes to be used in programs. The first is CHR$. A program could have:

```
PRINT CHR$(7)
```

This produces the same sound as CTRL-G. Also there is the VDU command. Typing VDU 7 followed by Return will produce the same beep. If just a simple beep is required, say to indicate a key has been pressed in a program, the VDU command is easier to use than the more complicated SOUND keyword. To produce a longer beep several VDU7s can be strung together. The VDU statement only needs to be included once.

```
VDU 7,7,7,7
```

This is the same as:

```
PRINT CHR$(7),CHR$(7),CH
R$(7),CHR$(7)
```

Incidentally, the commas and the brackets are not needed in the PRINT statement, but they are useful for clarity. It can be seen that the VDU statement is very much more concise than the PRINT CHR$ (7) statement and achieves much the same result.

In a program it is often useful to give an audible prompt when a response is required. CHR$(7) can be included to achieve this.

```
  10 PRINT CHR$(7)"Plea
se enter your name"
  20 INPUT name$
  30 PRINT "Hello "name
$
```

Line 10 will sound a beep before printing the request. Line 20 inputs a name into the string variable name$, and line 30 prints out 'Hello' followed by the name.

This beep can be made more interesting. As with so many of the BBC's functions, there are ways of modifying the beep. The following *FX calls are connected with the sound system.

*FX210, X – Change sound suppression. Any value other than 0 for X will disable the sound.

*FX211, X – Set channel used for CTRL-G. The default channel is 3.

*FX212, X – Set envelope used for CTRL-G. The default amplitude is –13; no envelope is set.

*FX213, X – Set pitch used for CTRL-G. The default is 100.

*FX214, X – Duration of CTRL-G tone. The default is six-tenths of a second.

The default settings are those set when the computer is switched on. The pitch is the frequency of the note, and its value can be anywhere between zero and 255. The BBC micro's sound generator seems to have been designed by a piccolo player rather than by a double-bass player, because the value four produces the note C one octave below middle C, and steps of four gives steps of one semitone in pitch. As the highest value that can be entered is 255, the BBC micro will cover a range of just over five octaves.

The range of values for the duration is also zero to 255. Zero for the shortest duration, 254 for the longest. If the value 255 is used, the note will continue indefinitely. A value of zero gives a note which lasts for one two-hundredth of a second. Typing

```
*FX214,0
```

and then pressing CTRL-G will produce no audible sound unless the CTRL-G keys are held down, when a rattle from the speaker will be heard. Other values in the range one to 254 give durations measured in twentieths of a second. A value of 10, for example, would give a duration of ten-twentieths of a second, that is, half a second. To produce a note of pitch equal to middle C one second long, enter the following two *FX calls:

```
*FX213,52
*FX214,20
```

Now press CTRL-G to hear the sound.

*FX212 is a complicated call but at its simplest, it can set the envelope number.

Values between -128 and -240 control the value of the normal beep. Values of 0 or above indicate an envelope should be used, so 0 indicates envelope 1, 8 indicates envelope 2, 16 for envelope 3 and so on.

To test some of the possibilities for sounds using the ENVELOPE statement and the *FX calls try the following:

```
10 ENVELOPE 1,3,1,-1,
1,1,2,1,75,0,0,-75,126,1
26
  20 *FX212,0
  30 *FX213,200
  40 *FX214,10
```

Run this program. Nothing should happen until CTRL-G is pressed. The sound makes a change from the normal beep! *FX212,0 sets the CTRL-G to take note of envelope 1. *FX213 alters the pitch to 200, and *FX214,10 sets the duration to ten twentieths of a second. Try changing line 30 to:

```
30 *FX213,0
```

How about a car-crash sound?

```
10 ENVELOPE 2,1,0,0,0
,0,0,0,127,-1,-1,-1,126,
0
  20 *FX212,8
  30 *FX213,5
  40 *FX214,20
  50 *FX211,0
```

Before trying the next example, press CTRL-Break to reset the *FX calls.

```
10 ENVELOPE 1,2,1,1,1
,100,100,100,63,-10,0,-6
3,63,100
  20 *FX212,0
  30 *FX214,30
```

And finally, for a pleasant beep:

```
10 ENVELOPE 1,1,0,0,0
,0,0,0,80,-2,-4,-8,126,0
  20 *FX212,0
  30 *FX213,128
  40 *FX214,16
```

Run this program, and the beep will be set up until you next press Break or change the envelopes used.

FOOD FOR THOUGHT

Carl Bateman from Stoke-on-Trent writes: 'So, you need ESC '*' codes and proportional graphics modes to dump round circles do you? Well, this screen dump uses only the standard double density graphics mode (See figure 1).

'It's true that the usual graphics modes that can be accessed give you ratios of 60:72, 120:72 and 240:72. None of these give round circles, but the odd ratio can easily be compensated for by using smaller steps when using the POINT command.'

There are three points raised by Carl's letter. The first point concerns the printing of circles. Here the aim is to print out in the same proportions as the screen, as well as faithfully reproducing the exact layout. Many screen dumps accurately reproduce all the screen pixels, but print a picture which is out of proportion. This effect is most easily observed by drawing circles; they appear as ellipses.

Carl's idea of altering the ratios within the program to give true circles is a good one, but it does have a disadvantage. This is illustrated in the screen dump he included in his letter. By a careful examination of the left-hand vertical lines of the squares in figure 1, a difference of thickness can be observed. This is more noticeable on a large printout than on a small one. It is due to the screen dump occasionally skipping a screen point in order to get the proportions right. Such a screen dump has to include a loop of the type:

```
FOR X=0 TO 1279 STEP 2.4
...
...
NEXT X
```

The step of 2.4 in the X direction corrects the proportions of the image but then creates another problem. The screen dump will not reproduce each screen pixel.

Inside this FOR...NEXT loop there is a POINT test. This checks whether the screen pixel at the point given by X and Y is 'set', ie, lit. This POINT statement handles only integers; if X or Y is a fraction, it is rounded down to the nearest multiple of four (in mode 1). This causes a problem – X goes up 0, 2.4, 4.8, 7.2, 9.6, 12.0, 14.4, and so the rounded figures are 0, 0, 4, 4, 8, 12, 12. Note that 8 isn't repeated, so the screen dump only looks at

mixed text and graphics

Figure 1. Reader Carl Bateman's dump: note that the vertical lines vary

mixed text and graphics

Figure 2. Proportional dump by M Jeffree, from May 1987's *Acorn User*

that point once. But it looks at all the others twice. Therefore some vertical lines will appear thinner on the printout, although the overall screen proportions are faithfully reproduced. Thus this does not give a true proportional screen dump. Compare the text in figure 1 with the proportional dump of the same size: there's no variation in the vertical lines.

£5
ARIES B32 TIP

Mr Beeston from Enfield wins himself another fiver for a simple but effective tip. You can turn off your Aries B32 from within a program with '*XOFF 2'. But this causes a 'Bad command' error on a machine without an Aries B32. The solution is to 'trap' the error, and allow the program to continue. A simple way is as follows:

```
  10 ON ERROR GOTO 100
  20 *XOFF 2
  30 REM .... rest of p
rogram
 100 IF ERR=254 AND ERL
=20 THEN GOTO 30
```

This technique is easy to adapt for other similar situations where a command is not applicable – for example trapping *DISC when used on a machine not equipped with a disc drive.

£5
EXTRA WIDE VIEWSHEET

Hardeep Girn of Ilford writes that extremely wide spreadsheets can be printed with *ViewSheet*, if you type: VDU 2, 1, 15, 1, 27, 1, 83, 1, 0, 3 before entering *ViewSheet*. This makes many printers use extra condensed subscript characters.

FIRST BYTE

USER CALLS

Transferring information into machine code
need not be difficult if you follow these easy guidelines

Tessie Revivis

As I have stated in the past, one of the most versatile features of the assembler and Basic built into all the Acorn micros is their inherent ability to be mixed in with one another. Machine code routines can be called at any point in the program and then return back to Basic at a point immediately after they were called. The advantage of this is that you can write the main part of a program in Basic, and intermingle short sections of machine code when speed is of the essence. For example, in a graphics program (which could be to show a screen display or even a game) the core of the program could be in Basic but the screen display could be updated in machine code because that section of the program needs to go as fast as possible.

One of the problems faced in such cases is moving information from the calling Basic program into the machine code routine being called. The most obvious way to do this is to poke the information into a section of memory which the machine code routine knows of; it can then go and get it when it is first called. But this can be a bit messy and extra code is needed – which takes time and memory.

In every program we have used to date we have used the CALL command to set the machine code into motion. At first sight it looks a fairly straightforward command, but it does have the ability to transfer information into the machine code at two levels. The first level is easy and we touched on it briefly several issues ago, but I'll recap.

Whenever you CALL a machine code program, then the lowest bytes of the integer variables A%, X% and Y% are passed into the accumulator and the X and Y registers respectively. Basic's integer variables occupy four bytes of memory each – *only* the low bytes are transferred, which means that you can only move numbers in the range zero to 255 (the maximum for one byte) into the registers.

If the variables contain a larger value than 255 then it makes no difference: only the low byte will be transferred, regardless of the total value of the variable.

In addition, the least significant bit of the low byte of the variable C% will be deposited into the carry flag. If C% is odd, then the carry flag will be set; likewise if C% is even, then it will be cleared.

How the process works

Listing 1, on page 51, illustrates very simply how the process works. Enter and run the program. You will then be prompted to enter values for the A, X and Y registers and then the carry flag. The machine code routine (at code%) will then print the ASCII characters that the numbers you have entered represent, so you should only enter numbers in the range 32 to 126. For the carry flag enter a 1 or a 0. The value is then printed, with the machine code testing the carry flag, which was preserved by using PHP to push the status register onto the stack. Later it is pulled back with PLP. Try entering the numbers as follows:

Accumlator	66
X register	66
Y register	67
Carry flag	1

and the response should be BBC1!

Although you have entered a 1 or a 0 in response to the 'carry flag' prompt, you could enter any other value, as it is only the least significant bit that is actually used. For example enter 255 and the carry flag will be set; as 255 is 11111111 in binary, the last bit

TABLE 1. PARAMETER TYPES

Code	Type
0	Single-byte, eg, ?Y
4	Four-byte integer variable, eg, B%
5	Five-byte floating point variable, eg, number
&80	A string at a defined address, eg, $&2100
&81	A string variable, eg, C$

is set. Similarly entering 254 will clear the carry, as in binary 254 is 11111110.

While the CALL command can pass values into the processor registers, it cannot pass values back from machine code into Basic. As before, memory locations can be used. However, another function exists that will return a value. This is the USR command. Enter and run listing 2 in the yellow pages, and enter the values 2, 3, 4 and 1 in response to the prompts like this:

```
Accumulator  ?2

X Register   ?3

Y Register   ?4

Carry flag (1/0)?1
```

Immediately the result will be returned in the following form:

```
Result:   30060604
```

The value is in hex and it returns the values of the status register, accumulator and two index registers – these are broken down in the following way:

    30 – Status register
    06 – Y register
    06 – X register
    04 – Accumulator

These numbers represent the status of the registers when the RTS in the machine code returned back to Basic. If we look at the machine code, we can see that on entry (USR also passes values into the registers you'll note) the X register is incremented three times (by INX:INX:INX), the Y register is incremented twice (INY:INY) and the accumulator's contents are doubled by using the ASL A instruction. In the example we passed 2, 3 and 4 into the main registers such that:

    A=2 so ASL A = 2*2=4
    X=3 so INX:INX:INX = X+3=6
    Y=4 so INY:INY = Y+2=6

So we can see from this where the 04, 06 and 06 come from! Although the carry was set

on entry, it was cleared prior to exit by the CLC command. The carry flag is bit 0 of the status register; &30 is 00110000 in binary, and therefore the final bit (bit 0) is clear.

Typical command use

The CALL command allows strings and variables to be passed to a machine code program too, and a typical use of the command might look a bit like the following example:

CALL code%, B%, B$

where code% is the memory location of the machine code, B% is an integer variable and B$ is an ASCII character string. In fact, CALL does not pass the values of these strings and variables, but instead it sets up a parameter block containing information as to where the variables can be located. The idea of parameter blocks was introduced some months ago; they are simply areas of memory into which data is put. In the case of the CALL command, take note that the parameter block is always to be found at &600.

Enter and run listing 3. You will get a list of results something like this:

```
2      (&600)
8      (&601)
4      (&602)
4      (&603)
65     (&604)
10     (&605)
81     (&606)
```

The numbers in brackets are addresses that I have added for ease of reference. Addresses and contents will be different for the various kinds of Acorn micros. But don't worry, the technique is always the same. At this stage I would recommend you work through the steps that follow, and ensure that you have pen and paper next to you.

Step by step

First note down the values returned. What we have done is to pass a variable and a string into some dummy machine code that does nothing other than beep. The values returned (and noted down remember!) are the bytes in the parameter block that point the way to this information.

Let's examine the parameter block in more detail. Each byte conveys the following information:

&600 = &02 - Number of parameters passed
&601 = &08
&602 = &04 - Address of first parameter (B% is stored at &408)

&603 = &04 - Parameter type code
&604 = &65
&605 = &10 - Address of second parameter (C$ is stored at &1065)
&606 = &81 - Parameter type code

The first byte in the block informs us how many parameters have been transferred – in this case two, but there could be many more. The next two bytes (at &601 and &602) contain the address of first variable, B%. In fact, as this is a resident integer variable, the address will be the same on each machine, &408. To prove this, all you do is enter the following line of Basic and press Return:

PRINT !&408

The result will be:
12345678
which is &12345678, as assigned in the program.

The next byte (at &603) is a type byte. As a variety of different types of parameters can be passed, it is important to know what type each is – this byte is a code to convey that information. Table 1 on page 49 lists the various types, and if various data is being passed, it is important to check each code. The first parameter, B%, has a code of four which shows it to be a four-byte integer variable.

Final type byte

The next two bytes contain the address of the second variable (the address on my machine is &1065), and the final type byte shows it to be a string variable. This address will probably be different for your machine. It is always very important to check the parameter type byte, more so when string variables are being mixed in with other parameters. The reason is that the address at &605 is not the address of the string variable itself, but of another parameter block! This contains four bytes of information. To see the contents of this parameter block, simply enter the following line of Basic and press Return:

FOR N%=&xxxx TO (&xxx x+3):PRINT ~?N%:NEXT

The value &xxxx is the address of the second parameter block. On my machine the following four bytes are returned:
6E   10   12   A
These bytes convey the following information:

bytes 1 and 2 = Address of string
byte 3 = Length of string allocation block
byte 4 = Length of string

Printing the string

The bytes that we are interested in are the first, second and fourth. The first two bytes are the address where the string itself is stored (&106E in my case) and the fourth is its length. The following line of Basic will print the string – but you must remember to insert your own address and length values.

FOR N%=&106E TO (&106 E+&A):PRINT CHR$(?N%);:N EXT:PRINT

Of course, because a machine code program can find out the address of the string or of an integer variable, it can use the string or variable as data. Because of this, the CALL command is used in a wide variety of programs, and, having looked at the basics, we'll examine some more practical uses for it in next month's First Byte.

```
   10 REM Pass A,X,Y,C
   20 REM by Tessie Revi
vis
   30 REM For B/B+/E/M/C
   40 REM (c) Acorn User
September 1987
   50 :
   60 DIM code% 255
   70 oswrch=&FFEE
   80 PROCassemble
   90 CLS
  100 INPUT "Accumulator
",A%
  110 INPUT "X Register
",X%
  120 INPUT "Y Register
",Y%
  130 INPUT "Carry Flag
(1/0)",C%
  140 CALL code%
  150 END
  160 :
  170 DEF PROCassemble
  180 FOR pass=0 TO 3 ST
EP 3
  190 P%=code%
  200 [OPT pass
  210 PHP
  220 JSR oswrch
  230 TXA
  240 JSR oswrch
  250 TYA
  260 JSR oswrch
  270 PLP
  280 LDA #ASC"1"
  290 BCS itsone
  300 LDA #ASC"0"
  310 .itsone
  320 JMP oswrch
  330 ]
  340 NEXT
  350 ENDPROC
```

Listing 1. Passing values to machine code

ACORN FORUM

David Atherton guides us through fonts without tables, a file finding utility and some window modifications from readers

£20
ADFS FILE FINDER

Forum has just received a very useful machine code utility from *Acorn User* regular David Spencer, which will find any file on an advanced disc filing system disc, no matter which directory it is in, and whatever directory is currently selected. This is particularly useful if you have a lot of directories, and even more so if you are using a Winchester disc.

The program remembers the current directory, and then searches the tree-type directory structure of the ADFS disc. All the pathways to all files with that name will be reported.

The command is disc-based and takes the form *FIND (filename). Listing 2 on the yellow pages creates the machine code program called *FIND*. If a name is given in the command the search will start immediately on the currently mounted ADFS drive. If ADFS isn't the current filing system the OSWORD &72 routine will attempt to select ADFS. If you don't give a filename, the program will prompt you for one. The filename you type must not be more than 10 characters.

Any leading or trailing spaces are ignored, and as you would expect from a program that works with filenames, upper or lower case doesn't matter. Wildcards like * or # are not allowed. Any files which match the name you give will be printed out with their full directory path like this:

$.Club.Letters.Bank.NewChkBk

You can get out of the routine at any time simply by pressing Escape, but because the ADFS OSWORD routine does not check for Escape being pressed, it might not appear to work immediately.

The machine code routine uses just over 2k of memory from &E00, as well as zero page locations &A0 to &A8 for workspace. If you are using the program on a model B or B+, you should alter the start address (defined by the variable start) to the value of PAGE on your machine.

If you are only using modes 4 or higher, another place to store the code is at location &3000, which avoids wiping out the

current program. If you have a second processor, the best place is below the screen in the I/O processor – perhaps &2400.

As well as the Escape error, the *FIND* utility can generate three other errors. 'Not found' (ERR = 128) is generated when the name file was not found in the directory hierarchy. 'Bad tree' (129) is equivalent to 'Broken directory' and is given if the string 'Hugo' isn't present at the beginning and end of the current directory, or if the two copies of the master sequence number don't match. These are the same criteria used by ADFS. 'ADFS error &?? at ??????' (130) is equivalent to 'Disc error' and is given if the floppy driver or hard-disc controller reports a read error. The error number and the sector address at which the error occurred are reported.

The operation of the program is to search the tree structure of the directories on the disc starting from the root directory and moving upwards.

For each entry in each directory, if it's a file, it is tested against the matching name. If it's a directory, it is searched at the next level down so the search proceeds recursively. The detailed operation is as follows:
1) The filename which is to be searched for is determined.
2) The find loop is then entered with the pointer appropriately set to the disc address of the root directory.
3) The routine is exited, via a 'Not found' error if appropriate.
4) The start of the main loop. The direc-

tory pointed to is read in to memory.
5) The name of the directory is added to a stack of names.
6) The name pointer is set to the first directory entry.
7) If the current directory entry is a file and it matches the given name, the pathway is printed out by reading the names off the name stack and adding the filename from the directory.
8) If the current entry is another directory, the pointer to the disc address of the current directory and the current name are stacked, and the main find loop is called with the pointer pointing to the sub-directory which has just been found.
9) The search is repeated for all the entries in the directory, then the directory name is taken off the stack.

£10
NEW FONTS WITHOUT TABLES

Daniel Neades from Bristol has sent me an interesting program listing which provides new fonts on the BBC Micro, without actually using any tables of data. The program, listing 1 on the yellow pages, works by taking the data from the existing fonts and applying various rotates and shifts to the bit patterns. There are three algorithms used. The bold pattern is produced by shifting each bit right once, and ORing it with the original dots. This effectively gives two pixels width for each place where there is one. The thin pattern

You can combine bold and italic effects by running the font program twice (see below)

ACORN FORUM

is caused by the reverse effect, an AND operation, which removes pixels where they are alone in a row, and reduces pixel pairs to one pixel. The italic effect involves shifting the bottom row of pixels right twice, the next two rows once, and shifting the top three rows one to the left.

Daniel has a Master and he points out that once you have altered the font in this way, you can start the character designer on the Master Welcome disc, edit it if you wish, and save it to disc.

Because of the way Daniel's program works, you can combine bold and italic effects by just running the program twice. Also the emboldening, narrowing and italicising process can be applied to any fonts, not just the standard ones.

BBC model B and B+ owners should type the following:

```
*FX20,6
PAGE=PAGE+&600
NEW
```

before running the program, otherwise they will have problems. This 'explodes the character font' – which means that some extra memory is reserved for the new characters you have designed.

£5
MASTER ROM FILING SYSTEM

Andrew McMurry from Dublin doesn't like the fact that he has to load the ADFS formatter and backup utility from disc (and I must say I agree with him!). Andrew reminds us that if you use a ROM filing system (RFS) formatter, such as the one carried in *Acorn User* September 1986, or as found in *The BBC Micro ROM Book* by Bruce Smith (William Collins, price £10.95), you can copy the programs from ADFS to RFS, and then typing *-ROM-LIBFS to set the library filing system, will allow you to *RUN any machine code program in the ROM filing system, without leaving ADFS.

Basic programs won't respond to the library filing system idea, so any Basic utilities stored in ROM filing system must be loaded with LOAD "-ROM-prog". There are about 20 or so machine code programs on the Master Welcome disc which can be *RUN, and this is indeed a good way of avoiding having to have your Welcome disc to hand all the time, or having to copy standard utilities on to every disc you use as you go.

MASTER BASIC 4 TIP

Have you ever been writing a program and found at the end that you have put a space between some line numbers and program lines, but not others? Did you want to either remove them all, or insert one space in them all, but found it a messy manual job? Basic 4, the standard Basic on the Master came to my aid recently.

It has a feature whereby it ignores such spaces, if the LISTO option is not zero. If you have already typed in the program, *SPOOL it to a text file, type NEW then LISTO1, and *EXEC the program back in. That's all there is to it: the program loses all its extra spaces.

WINDOW MODIFICATIONS

D J Pipe submitted some modifications to David Lawrence's Window program in the December 1986 issue of *AU* so that it will run with shadow RAM switched on.

The modified program runs on a BBC B with the Aries B32 board fitted and Mr Pipe thinks it will work with the Aries B20 board or any other shadow RAM board that uses the *FX 111 call. The program does run slower but the advantage of all that extra programming memory is worth the loss of speed.

He has included lines 3000-3010 to leave the function key buffer available for use in the calling program. However, they should be left out if the program is located elsewhere in memory.

Here are the modified lines. Delete line 90 and add the following lines:

```
 295 osbyte=&FFF4
1855 JSR openscr
1865 JSR closescr
1905 JSR openscr
1915 JSR closescr
3000 ]
3005 P%=&C000
3010 [OPT pass
3015 .openscr PHA
3020 TXA:PHA
3025 TYA:PHA
3030 LDA #&6F:LDX #&00
3035 JSR osbyte
3040 PLA:TAY
3045 PLA:TAX
3050 PLA:RTS
```

```
3055 .closescr:PHA
3060 TXA:PHA
3065 TYA:PHA
3070 LDA #&6F:LDX #&01
3075 JSR osbyte
3080 PLA:TAY
3085 PLA:TAX
3090 PLA:RTS
3095 ]
3100 NEXT
3170 *SAVE "WINDOW" 90
0 C24
```

ELECTRON ADJUSTMENTS

After reading 'A Day at the Flicks' by Peter Voke in *AU* November 1986, W J Dawson noticed that the programs were stated to be unsuitable for the Electron, so he came up with the following adjustments to listings 1 and 2.

Add these lines to both listings:

```
 65 osbyte=&FFF4
245 IF A%=1 Z%=&3000 E
LSE Z%=&5800
```

Change line 70 in both listings to:

```
70 VDU 23;8202;0;0;0;
```

Replace line 250 (270 in listing 2) with this:

```
250 PROCscrn(Z%)
```

Add the following procedure to both listings:

```
500 DEFPROCscrn(Z%)
510 LOCAL A%,X%,Y%,low
%,hi%
520 hi%=Z% DIV 512
530 low%=(Z% MOD 512)
DIV 2
540 A%=151:X%=2:Y%=low
%:CALL osbyte
550 A%=151:X%=3:Y%=hi%
:CALL osbyte
560 ENDPROC
```

As the Electron does not have the 6845 CRTC fitted, we have to program the screen start address register directly, at &FE02 and &FE03 in the ULA, using OSBYTE 151. The value to be entered must be shifted right by one bit. This is what PROCscrn does.

With these changes to the programs they will work on the Electron.

Mr Dawson hasn't worked out a way to use the combined screen program, listing 3, as because of memory constraints and the lack of mode 7, this did not seem a practical proposition.

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2

3

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Labels/1000:
Single Row 3½ × 1 7/16"	£5.25 (d)
Triple Row 27/16" × 17/16"	£5 (d)

WYSIWYG PLUS

WYSIWYG PLUS is a printer and screen utility for Wordwise Plus, View, Interword, and Basic users, supplied on a 16K Eprom. To obtain a particular printer effect, such as enlarged text, it used to be necessary to discover the appropriate 'printer control code' from your manual and incorporate it into your text. Secondly, you had to print several trial copies in order to position the effect correctly in relation to the rest of your text.

WYSIWYG PLUS simplifies this trial and error approach using easily remembered *commands. For example, *ENLARGED not only selects enlarged text on your printer, but

WYSIWYG PLUS is designed to work with the following systems:

BBC Model B	6502 Second processor,
BBC Model B +	Turbo coprocessor
BBC Master 128	All printers (Except lasers)
BBC Compact	

uniquely shows you double width characters on your screen, even from within Wordwise Plus!

WYSIWYG PLUS incorporates a logo editor. Just draw your design on screen using the arrow keys, and save the results. Use the *GRAPHICS command to incorporate your design anywhere in your text; position and see your design in your text before faithfully reproducing a hard copy.

There is also special help for daisy wheel users. The *WHEEL command will prompt you to change daisy wheels whenever a change in type style is about to occur.

WYSIWYG PLUS workspace is relocatable.

WINDOWMATIC

All users of Acorn's VIEWSHEET spreadsheet program will be aware of its powerful windowing facility which allows the screen and/or printer to be configured in up to 10 seperate windows taken from anywhere in the sheet. They will also be painfully aware of how difficult and time consuming it is to set up a required display. Although VIEWSHEET allows configurations to be saved to the media, it does not have provision for deciphering them.

WINDOWMATIC has been produced with the intention of rectifying these shortcomings and to bring out the very best from VIEWSHEET.

WINDOWMATIC provides a quick and easy

way to configure screen and printer allowing complicated documents and reports to be set up much more easily. It displays complete text information on all 20 windows and accurate graphic representation of the screen and printer output.

The package includes a screen dump routine for Epson printers and allows use of other printer dump packages.

WINDOWMATIC is compatible with BBC Master and BBC B + . A 6502 2nd processor must be fitted to a model B to run Windowmatic. Windowmatic is fully compatible with Turbo and 6502 2nd processor.

The program is supplied on disc with a comprehensive manual.

VU-TYPE

Do you have finger trouble when typing? Do your letters look like this?
> Dear Sor,
> I wuold like to .....

then you need:
VU-type, a complete touch typing program produced by BBC/Pitman.
It allows you to learn at your own pace and has a wide range of exercises. Screen displays show the keys you have pressed and it will report on your speed and accuracy.
Supplied on a 40T Disc with a manual.
Available at a special price of £7.50(d)
instead of the usual £15. Offer valid while stocks last

EDUCATIONAL/FUN SOFTWARE BUNDLE

Wordmover	Pantry Antics	Drawstick
Wordplay		Locomotion

These programs are supplied from the BBC Publications Educational Software range and will be supplied on a 5.25" disc for BBC Master, B + and B and on a 3.5" disc for the Compact.

5.25" Disc	**£17.50(d)**
3.5" Disc	**£18.50(d)**
(Normal RRP over £40)	

BOOKS

No VAT Carriage Code (c)

LANGUAGES
6502 Assy Lang Prog	£19.95
6502 Programming	£13.95
8086 Book	£23.95
Acorn BCPI User Guide	£15.00
Acorn FORTH	£7.50
Acorn LISP	£7.50
Acorn ISO Pascal Ref Manual	£10.00
Intro to COMAL	£10.00
Intro to LOGO	£10.00
Micro Prolog Ref Manual	£10.00
Introduction to Turbo Pascal	£14.95
Prog the Micro with Pascal	£8.50
The Supervisor's BBC Micro	£10.95

BBC MICRO GUIDE BOOKS
Inside Information	£8.95
Maths Prog in BBC Basic	£7.95
The Friendly Computer Book	£4.50
Toolbox 2	£10.95

PROGRAMMING/UTILITY
Advanced Sideways Ram User Guide	£9.95
Advanced User Guide (BBC)	£15.95
Applied Assembly Language on the BBC	£9.95
BBC Micro Advance Programming	£9.95
BBC Micro Ref Guide (B Smith)	£10.95
BBC Micro Sideways ROM's RAM's	
Guide to the BBC ROM	£9.95
Beginners Guide to W.P.	£7.95
Mastering Assembly Code	£8.95

Mastering Interpreters & Compilers | £14.95 |

Mastering View, Viewsheet & Viewstore
View by B. Smith	£12.95
View 3.0 User Guide	£10.00
Viewsheet User Guide	£10.00
Viewstore User Guide	£10.00
Wordwise Plus	£9.95

SOUND & GRAPHICS
Computer Graphics & CAD Fundementals	£9.95
Mastering Music	£6.95

DISC DRIVE SYSTEMS
Advanced Disc User Guide	£16.95
Disc Book	£3.50
Disc Programming Techniques	£7.95
Disc Systems	£6.95
File Handling on the BBC	£6.95
Discovering Disc Drives	£POA
Practical Disc File Techniques	£5.95
Mastering the Disc Drive	£7.95
Mastering DOS plus	£12.95

APPLICATIONS
Interfacing Proj for BBC	£6.95
BBC and Small Business	£5.75
The Software Business	£5.50
Master Operating System (David Atherton)	£12.95

4

5

6

VIEW GUIDE

MOS GUIDE

Panasonic KX-P1081

(Now IBM/Epson Compatible)

Available NOW at a superbly realistic price, the KX-P1081 perfectly balances features, quality of construction and Value for Money to produce the printer of tomorrow, here today, ready to sweep the current generation of machines away.

Ingenious innovation in terms of software control codes permits great flexibility when it comes to defining the print style. A nippy **120 cps** of clear Draft text backs up the crisp 24 cps Near Letter Quality text mode, with upto 40 superbly useful downloadable characters. A delightful range of assorted character widths is efficiently supported, with sizes ranging from a broad 5 cpi to petite 17 cpi, EVEN in NLQ mode. Some of the extensive support for serious use includes specialised functions to perform justification, centering and even left and right ranging. Proportional spacing permit even greater freedom when it comes to advanced use. Not only is the full Epson RX compatible control code set implemented, but extra codes have also been added to cater for the NLQ options, etc.

A full 96 ASCII character set is supported, with an extended set of 32 international characters and IBM special characters as well as IBM block graphics characters. A 1K Print Buffer alleviates much of the wait time normally associated with printing, whilst the bi-directional logic seeking print head takes the quickest route to print as required.

(Price inludes, FREE a 4ft Printer Lead, and a Dump Out 3, Screen Dump ROM worth £35 with every printer purchased from us).

Special Price: **£155** (carr. £7)

Optional RS232 Interface: **£39**

Panasonic KX-P3131 Daisy-Wheel Printer

This low-cost high-performance Daisy Wheel printer is ideal for anyone wishing to produce clear, immaculate letters or reports. It delivers, flawless text at 10, 12 & 15 CPS. Supports proportional spacing. Is Bi-directional, logic seeking. Printing speed: 17CPS. Has 6k printer Buffer. A printer of similar spec could cost a lot more than our ridiculously low price of:

Only **£245** (carr. £7)

Single Sheet Feeder	£195
Tractor Feed	£90
Spare Ribbon	£3.00

Acorn-Olivetti JP101 Ink Jet Printer

One of the main problems with most printers is that they are hopelessly noisy. How often have you wanted to print something late at night but not done so for fear of waking the children? Also ideal for those working in quiet environments such as libraries, etc. Silence the complaints with the serious solution from Watford at the amazing cost of only **£59**
(Offer valid while present stocks last)

JP101 accepts 9½" standard fan fold paper or single A4 sheets. Tractor & Friction feed supplied as standard – print speed 50 cps.

Pack of 4 refills **£10**

Screen Dump ROM for JP101 £10

Anti-Glare VDU Screen

This extremely effective, easy to install, 12" VDU screen eliminates harmful glare, improves contrast on colour monitors. Increases productivity in offices. A must for all wordprocessor users.

£12

Printer Stand Type-YU-S25

This new professional printer stand takes hardly more space than your printer. Due to the positioning of the paper feed and re-fold compartments ie. one above the other, the desk space required for your printer functions is effectively halved. Additional facilities include: Easy access to paper from both sides, used with both top and bottom feed paper and with its dial controlled paper feed system with adjustable deflector plates it ensures smooth paper flow and automatic refolding.

£34

We stock a range of monitors to suit all needs. Choice of a monitor is a matter of personal taste so we recommend that whenever possible, you ask for a demonstration at our shop. All Monitors are supplied complete with connecting lead.

MICROVITEC 14"

● 1431 – Medium resolution as used on the BBC television computer programme	£175
● 1451 – High resolution, suitable for word processing in mode 0	£225
● 1441 – High res, exceeds the capabilities of the BBC micro	£359
● 1431AP RGB + PAL and AUDIO	£199
● 1451AP RGB + PAL and AUDIO	£255
● Dust Cover for Microvitecs	£5.50

KAGA-TAXAN 12"

● TAXAN KX117 Hi-res Green Monitor	£80
● TAXAN KX118 Long persistence Hi-Res Green Monitor	£90
● TAXAN KX119 Ultra-Hi-Res Amber Monitor	£90
● TAXAN Super Vision 2 **Type 620** Hi-res RGB Colour monitor. Ideal for Wordprocessing	£269
● **TAXAN Super 3, Type 625** Ultra Hi-res, RGB Colour) Text mode switch allows monochrome text display in Green, Amber, White reverse or White on Blue	£319

STAR BUY

● PHILIPS 14" Hi-Res, dark glass, attractively finished Colour Monitor – supplied complete with RGB, SKART and Audio/Phono connectors. A push-button switch toggles between Hi-Res monochrome green text mode and full colour display.

ONLY £209

ZENITH
"Test Bureau Recommended for use in Education"

12" high resolution monochrome monitor. Ideal for word processing as its green or amber screen is very restful to read. (These are the same professional quality, stylishly finished monitors as used in the larger Zenith PC Systems.)

Green (New Design) Hi-res	£69
Amber (New Design) Hi-res	£74
LEADS	
BNC Lead for Zenith or Philips	£3
Skart Monitor Lead	£5
RGB lead for KAGA	£3
N.B. carriage on Monitors £7 (securicor)	

SWIVEL BASES
for Video Monitors

By placing your monitor on one of our superb swivel bases, you gain the freedom to adjust the monitor viewing angle to suit your needs. By doing this, you alleviate eye strain and reduce back stress. Front adjustable without lifting the monitor.

for 12" Monitors **£10** (carr. £2.50)
for 14" Monitors **£14** (carr. £2.50)

MEGABUFFER 256

This new Megabuffer 256 from Watford is a full featured 256K Printer Buffer. It allows the computer to print 256,000 character in a short time thus freeing the computer very quickly. In short it makes light work of printing large documents, screen dumps, etc. It is extremely simple to connect. The features are:

● Low Cost, High performance.
● Improves efficiency by making more efficient use of computer and printer.
● Compatible with any computer and printer that uses Centronics Parallel connections including all BBCs, IBM PCs, etc.
● Total compatibility with all software.
● Cheaper phone bills when using your Modems.
● Ideal for those doing large graphics screen dumps that are slow to print.
● Multi-Copy facility allows you to print several copies via Megabuffer without going through your computer.
● Data Dump facility is included.
● Built in test unit for both the buffer & your printer.

In conclusion it can safely be said that MEGABUFFER 256 is the ultimate printer Buffer for both the amateur and professional user.

Only £149 (carr £2)

CO-PRO Adaptor

Now for the first time you can add the Master Co-processor boards, to your standard BBC model B, or B Plus. With this brand new launch from Watford Electronics you can attach any BBC Master co-processor to the original BBC Micro. Once again Watford strides ahead with a new concept in BBC B Micro add-ons. This unique external Co-Pro Adaptor, is protected by patent applications.

Use the super fast Turbo Board with your BBC B, it is much faster than the 6502 2nd processor superseding it.

With the 512K addon your standard BBC machine achieves IBM PC compatibility at a realistic price running GEM, Lotus 123 and many other programs. Included with the 512k package is a high precision mouse and the Digital Research GEM suite of software; GEM Desktop, GEM Write GEM Paint. This requires both the 1770 DFS and the ADFS to be fitted to your computer.

To use other co-processors you require a BBC B with DNFS 1.20 or higher, or BBC B+ fitted with 1770 DFS 2.20 or greater. Co-processors work exactly like a second processor.

Master owners may use Co-Pro to add a second Co-processor externally.

Watford, brings power to your BBC at only:

£50.00 (carr £5)

THE EPSON RX-FX-KAGA PRINTER COMMANDS REVEALED (BOOK)

So you bought yourself a new printer, because the salesman in the shop showed you how clever it is and impressed you with all sorts of printouts to show its capabilities – he may even have offered you a special price.

However, now that you have got it home and connected it to your BBC microcomputer, you are wondering how to make it perform these magical tasks. The manual seems to give no clues, and when you type in the example programs, the computer throws the LPRINT statements back in your face.

Now what do you do, when this £400 piece of high technology refuses even to move its head, and you have stayed up until 2 in the morning with copious supplies of coffee, desperately trying to print something out. Once again, Watford Electronics comes to your help with our new book entitled 'THE EPSON FX-KAGA PRINTER COMMANDS REVEALED'.

This book describes in plain, easy to understand English, how to use and make the most of your KP810, Canon PW1080A or any Epson FX80 compatible Printer with the BBC Micro, both from Basic and Wordwise.

It describes in detail how to obtain the maximum in graphics capability from your printer and includes full indexes allowing you to cross index the numerous commands. Every command is explained in detail, with an accompanying BBC Basic program and an example of its use from Wordwise.

£5.95 (No VAT)

NOW WITH EXTRA FEATURES
AT NO EXTRA COST – Watford's latest DFS 1.44

- Incorporates Acorn's Official Tube Host Code so that those with 2nd processors no longer need to waste a ROM socket on the DNFS.
- Option to DOUBLE the speed of BPUT and BGET.

If you already have the Watford Electronics DFS and wish to incorporate these new facilities ten simply return your existing DFS ROM to us together with £5 remittance for an upgrade. Please pack the ROM securely and address the package to our Upgrades Dept.

WATFORD's & ACORN's
SINGLE DENSITY DFS

Watford's popular and widely acclaimed DFS has now been available for four years, and has gained a large following amongst serious users of the BBC Micro. Owners of Acorn or any other standard DFS can upgrade to our "Ultimate" DFS merely by replacing their DFS ROM. See below for this upgrade. (P.S. Watford's highly sophisticated DFS is fully compatible with Acorn DFS). (not Acorn's 1770 DFS)

- Complete Disc Interface Kit including DFS ROM and
  fitting instructions **£58**
- Acorn's 0.90 DFS Kit complete **£55**
- DFS Manual (Comprehensive) *(no VAT)* **£6.95**
  (P.S. Our comprehensive DFS Manual covers both Acorn & Watford DFSs).
- Watford's sophisticated DFS ROM only **£16**
- We will exchange your existing DFS ROM for
  Watford's Ultimate DFS ROM for only **£12**
- DNFS ROM only **£17** ● ADFS ROM only **£25**
- *Watford's DFS is exclusively available from Watford Electronics and their appointed dealers only. Every ROM carries a special label with LOGO and serial number.*

NEW WATFORD's Mk II Double Density DFS INTERFACE

Many of our customers have wanted to use our superior DDFS and Acorn ADFS together. Now our DDFS board has been adapted to allow the use of Acorn ADFS.

Added features include:
- Acorn ADFS compatible – Use ADFS on our DDFS board.
- Tube host Code – No longer any need to use the DNFS in your machine to use Co-Processors, even the CoPro and Master 512.
- Auto 40-80 Track sensing – no need to fuss with 40/80 track switches (even works with protected disks)
- An extremely powerful 8271 emulation – ensuring compatibility with almost all software.
- New low profile – small footprint board.
- Fits with all third party ROM boards.
- Option to double the speed of file handling operations – BPUT and BGET
- Operates in both single and double density modes.
- OSGBPB has been recoded, increasing still further the speed of file handling.

Please note that not all DDFS's are capable of providing either the full 80% storage increase or of allowing a file the full size of the disk – Ours allows both of these!

If you already have a DDFS (any manufacturer), and wish to upgrade to our MkII version, then simply return your existing ROM and DDFS board and we will supply the new DDFS for only £30.00.

- Special introductory offer **£39.00**
- DDFS Manual *(No VAT)* **£6.95**
- We will exchange your Existing Single Density DFS
  for our DDFS for only **£25.00**

Please note, as the MkII DDFS is a hardware and software upgrade, it is not possible for existing Watford DDFS users to simply exchange their ROM for the new version.

SPECIAL DISC DRIVE/DDFS OFFER

Type CLS400

- The popular Mitsubishi 400k Single Disc Drive, Double Sided, cased with Cables. Plugs directly to your Micro.
- Watford's popular DDFS Disc Interface (allows 720k storage). Will run in both Single and Double Density modes 40/80 track Software switchable.
- A comprehensive User Friendly Manual.

A Bargain at Only **£125** (£6 carr)
(Offer valid while stocks last)

3½" TWIN 800K DISC DRIVE OFFER

These top quality 3½" Disc Drives are attractively finished in BBC beige and are supplied complete with Cables. They run directly from the BBC B/Master's own PSU.

Special Offer **£126**

DISC DRIVE SHARER
(Ideal for educational establishments)

At last, a low cost alternative to the econet system. Watford's Intelligent Disc Drive Sharer allows you to connect 3 BBC micros (model B, B+ and Master series) to a single or double disc drive. Running under any DFS or DDFS, this intelligent unit will automatically queue the computers. Each computer has a status light dedicated to it. If it is green you will get immediate access to the disc, and red means that you are next in line.

The unit plugs directly into the disc drive socket on each computer and is powered by the mains. (N.B. Not compatible with ADFS.)

Launch Price: **£59** (Price includes 3 Cables)

MYSTERIES OF DISC DRIVES
& DFS REVEALED (BOOK)

Are you tired of faulty cassettes, and lengthy loading times? Do you want to upgrade your BBC micro to take discs but you get tied up in the plethora of jargon surrounding the choice and use of these systems.

Then The Mysteries of Disc Drives and DFS Revealed is the book for you. It explains in detail the different types of systems available, how they are installed and how to use them. Many examples are given including pre-written programs to call various functions of the DFS available only through Operating System calls. Different types of disc, 40/80 tracks etc. are all explained. This book is ideal for the beginner confused by the plethora of choice available in the marketplace.

£5.95 (Book No VAT)

DISC ALBUMS

Attractively finished in antique brown leather look vinyl. Stores upto 20 Discs. Each disc can be seen through the clear view pocket.

£4

FLOPPY HEAD CLEANER KIT

The heads in floppy drives are precision made and very sensitive to dirt. The use of a cleaner Kit is a sensible precaution against losing valuable data. It is recommended to clean the drive head once a week. It is very simple to use. Available in 3½" & 5¼", please specify.

£8

ANTISTATIC LOCKABLE DISC STORAGE UNITS

Gives double protection –
Strong plastic case that affords real protection to your discs. Antistatic helps avoid data corruption whilst in storage. The smoked top locks down. Dividers and adhesive title strips are supplied for efficient filing of discs.

- M35 – holds upto 50 5¼" discs **£8**
- M85 – holds upto 95 5¼" discs **£10**
- M50 – holds 50 3½" Discs **£10**

PLASTIC LIBRARY CASES

◄ Holds up to 10
5¼" Discs. Only **£2.00**

DX-08: This extremely handy unit holds upto 8 5¼" Disc while in use.
Only **£2.00**

DUST COVERS (For our Disc Drives)

Single CLS (without PSU) **£3.20**   Twin CLD (without PSU) **£3.85**
Single CS (with PSU) **£3.95**   Twin CD (with PSU) **£3.90**

Quality Disc Drives from Watford

To help you decide which drive is the most suitable for your needs (and your pocket!), we have produced the table below.

The first capacity given in the first column indicates capacity in single density mode. That within the brackets is the capacity in double density mode. All disc drive type numbers start with the prefix "C".

The tinting on some of the boxes is used to indicate which Drives are 40 track (non-tinted) and which are 80 track (tinted). All our 80 track drives are already fitted with a 40-80 select switch.

All our Disc Drives are Double Sided and will operate in both Single and Double Density modes. Extensive experience of the usage of disc drives suggests that the JAPANESE drives currently represent about the best in terms of speed, reliability and overall "elegance" available for the BBC Micro.

Various other "manufacturers" of disc drives for the BBC micro (more accurately, "packages" label other manufacturers drives with their own name). We buy the high quality JVC and Mitsubishi drives in large quantities directly from the manufacturers, package them and sell them at "dealer" prices direct to the public.

If you look around the popular BBC micro press, you will find that the prices we quote for the top quality, new slimline disc drives are, virtually without exception, some of the best around. These prices, coupled with the backup of one of the country's largest distributors of BBC peripherals provides a superb deal.

Unless you anticipate using dual drives in a fully expanded BBC system for long periods of time with little ventilation, then we suggest that our range of "CL" disc drives without the PSU (Power Supply Unit) would be quite adequate (extensive tests within our workshops have confirmed this). All drives are supplied complete with a SPECIAL UTILITIES Disc, Cables and Plugs. The Drives with power supply have a mains moulded plug for safety purposes. Ideal for Schools & Colleges. We are now able to supply all single disc drives with Power Supply, in either single or dual case. (Dual case has a twin data cable and a power supply capable of driving two disc drives) allows easy expansion to a dual drive unit, at a later date. Prices stated in the pricing boxes below are for single drives in standard single cases. Single drives in a dual case cost an extra £5. (At Watford we anticipate your needs of tomorrow, not just today)!

When using a BBC Micro, most people find themselves short of desk space. The Watford's BBC Micro plinths form an ideal way of recovering some of this precious space) your BBC, Disc Drive and Monitor can all occupy the same vertical footprint and still be comfortably situated. With the Watford Double plinth, your Disc Drive is mounted vertically at one side, leaving a very valuable area directly in front of you for such useful items as spare discs, pen, paper, reference manuals, etc. Follow the trend with Watford plinth. (Turn to the 6th page of our advert for the Plinths.)
P.S. All our 5¼" Disc Drives with PSU are compatible with the Compact Micro. All you require is the special Compact Disc Drive Cables designed by us.

Capacity	Drives without P.S.U.		Drives with P.S.U.	
	Single	Twin	Single	Twin
200K (360K)	CLS 200 £95		CS 200 £108	
400K (720K)	CLS400S £96	CLD 400 £180	CS 400S £109	CD400 £200
800K (1.44M)		CLD 800S £183		CD 800S £204

● TWIN Disc Drive Case, complete with Power Supply & Cables **£43**
Securicor carriage on Disc Drives £5 to £6

Prefix **C** = Cased Drive   Suffix **S** = 40-80 Switchable
L = Less PSU
S = Single
D = Double

e.g. CLS400S = Cased drive, Less power supply unit, Single 5¼" 400K unit, (720K in double density); Double sided; 40/80 track switchable.

Cable to connect 5¼" Disc Drives to BBC Compact
Single £9   Twin £12
Special Cable to connect both 3½" and 5¼" Disc Drives
simultaneously to the BBC Compact £13

3M – DISKETTES

3M – SCOTCH Diskettes with Lifetime warranty from Watford Electronics your 3M Appointed Distributor.

● 10 × 5¼" S/S D/D 40 Track Diskettes £9
● 10 × 5¼" D/S D/D 40 Track Diskettes £11
● 10 × 5¼" S/S D/D 80 Track Diskettes £13
● 10 × 5¼" D/S D/D 80 Track Diskettes £13
● 10 × 5¼" 1.6M D/S D/D High Density Discs for IBM XT and AT £28
● 10 × 3½" S/S D/D 40/80 track Discs £18
● 10 × 3½" D/D D/D 40/80 track Discs £22

TOP QUALITY 3½" & 5¼" DISKETTES

To complement the range of quality discs and disc drives that WE already sell, WE are now supplying some special offer packs of 10 high quality discs. Each Disc has a reinforced hub ring and carries a lifetime guarantee. These are supplied complete with selfstick labels and packaged in an attractive plastic library disc box to protect them from damage. We strongly recommend these Discs.

DON'T SETTLE FOR LESS, BUY THE BEST

● 10 × **M3** 3½" D/S D/D 80 Track Discs £18
● 10 × **M4** 5¼" D/S D/D 40 Track Discs £7
● 10 × **M5** 5¼" D/S D/D 40 Track Discs £9
● 10 × **M7** 5¼" D/S D/D 80 Track Discs £11
● 3" Double Sided Discs ..... £3 each

Special BULK OFFER on 5¼" DISCS

(Supplied packed in Anti-Static Lockable Storage Units)
(Lifetime warranty on Discs)

BULK PACK DISCS in lots of 100

Type	S-S 40T	D-S 40T	D-S 80T
● Without Sleeves	£39	£43	£65
● With Sleeves	£43	£45	£68

ACORN WINCHESTER DRIVES

Supplied complete with Level 3 Econet File Server software.
10 Megabytes £1050; 30 Megabytes £1549

WATFORD's WINCHESTER DRIVES

PRICES SLASHED

● 10 Megabyte Unit with ADFS **£399**
● 20 Megabyte Unit with ADFS **£499**
● 40 Megabyte Unit with ADFS **£999**

CDP 800S   **CDPM 800S**

Twin 800K Double sided 40-80 track switchable disc drives mounted in an attractively finished Beige colour plinth for the BBC Micro. Supplied complete with integral power supply, cables and Utilities disc. The switches are mounted on the front panel for ease of use.

CDP 800S for BBC Micro £204   CDPM 800S for Master £210
(Securicor Carr. £7)

ACORN'S Twin 800K Disc Drives

Specially mounted side by side in a Master Plinth. Supplied complete with Cables. Plugs directly to the Master Computer.

RRP £250 **Our Price: Only £189** (carr £7)

DIAGNOSTICS DISC

The BBC Micro is a very complex machine and thus diagnosing a fault can be very difficult. At Watford Electronics, we realise how difficult it can be when faced with a problem, finding yourself a long way from your nearest dealer, or even just uncertain about your Beeb's health, but not wanting to waste time and money taking it to be looked at.

The solution to these problems is here now, in the form of the Watford's Diagnostics Disc. This excellent utility is specially designed to test out the following areas of your Beeb:

RAMs, ROMs, ULAs, Sound, Keyboard, Disc, RS423, ADC, User Port, Printer Port, Cassette, Joysticks, Speech, Disc Drives, 6502 and Z80 2nd Processors.

This utility is an invaluable aid for all those who take the reliability of their system seriously. A comprehensive manual provides full operating details and a list of possible causes and remedies for any faults that you may find along the way. The package also enables a permanent equipment and service record to be maintained.

Only £20.00

BBC SOFTWARE'S
Popular Educational Software

- Maths with a Story 1 (Cassette). 4 primary level maths programs **£9.95**
- Maths with a Story 2 (Cassette) 4 further maths programs **£9.95**
- Picture Craft (Disc) 6 - 14 age group. Pack consists of flexible geometrical design & colouring programs **£19.95**
- WAVES: Science Topics (Disc) CSC O Level Physics program. **£14.95**
- RELATIONSHIP: Science (Disc) O Level Biology program. **£14.95**
- BONDING: Science (Disc) O Level Chemistry program. **£14.95**
- ELECTROMAGNETIC SPECTRUM (8 Discs) O Level program. **£14.95**
- ELECTRONICS IN ACTION (Disc) O Level program **£14.95**
- NEWTON & THE SPACE SHUTTLE (Disc) O Level program. **£20**
- ECOLOGY (Disc) O Level program. **£20**
- POLYMERS (Disc) O Level program. **£20**
- Clasification & Periodic Table O Level. The suite is supplied with its own database of chemical elements which can be classified according to your own rule. **£20**
- FOOD & POPULATION (Disc) O Level program. **£20**
- MICROTECHNOLOGY (Cassette) O Level program. **£6.95**
- A VOUS LA FRANCE (2 Cassettes) A French language home study aid. **£17**
- DEUTSCH DIREKT! (Disc & Audio Cassette) **£20**
- Modem Master (Disc) **£11.25**
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GOING GREEK

If the Greeks have word for it, then you can be sure that Joe Telford has a program for it

Joe Telford

This month my thoughts turn to sun, sea, sand and foreign parts. What can you do if you arrive in an out of the way Greek island where English is not commonly spoken? Let your BBC micro help you get by with a crash course in Greek, because I have devised a couple of programs to help you learn the language.

I've been having a recurring nightmare, brought on by her ladyship spending our hard earned sponduliks on a summer holiday in far off Greece. The island of Kefalonia to be precise. Okay, so it's going to be warm, relaxed, rustic and full of friendly people, but Katelios, our out-of-the-way retreat is going to be hard work for my CSE Greek (failed).

We went there last year. No heavy discos, cultured waiters or timeshare operators, just heavy backgammon sessions

with the local fishermen, down at the taverna at the end of the beach known throughout Kefalonia as Jimmy's Place. I normally begin my 'phrase-book period' straight after Spring Bank holiday, and this continues right up to mid-August when we leave. By this time I've picked up such useful phrases as 'ee gata moo pothee ena neo boozee' (my cat needs a new spark plug), and I feel ready to trade all my irregular verbs with the locals.

This year I thought I would use the BBC micro to improve their chances with the 'trelos anthros apo Ayylika' (crazy man from England). I decided that I would limit the language exploration to two areas:
- The Greek numbers.
- The Greek menu.

To do this I considered my resources:
- A few Greek friends.
- A fistful of phrase-books
- A couple of audio-tapes.

It was apparent that all would need pressing into service, and even then, my non-fluency in modern Greek would ensure that there would be some linguistic goof-ups. For this, I humbly apologise to any readers with a Greek background. However, nothing ventured, nothing gained, so I set about designing the first program, to help with numbers.

Now I hit my first hurdle. How do you represent the Greek word for a number, say 10, in a useful format on the computer? I tried the following logic: When I say 10 in Greek the word sounds 'theka', so I'll have the computer print 'theka', to which I will key in '10'. This was shot down immediately, because good educational practice in learning a language means that we need to see the exact Greek word in Greek letters. Two spin-offs are:
- We would combine learning the letters with the numbers
- We would get a working knowledge of word patterns as a preparation for reading general Greek words.

To progress, we need a method of displaying the Greek alphabet on screen, and of associating that alphabet with the computer's English characters. Look at figure 1, the Greek alphabet. The first column contains the Greek capital letters, and the second contains the lower-case letters. The third column is the sound that the letters make when pronounced, and the last column is my attempt to relate them to the English alphabet.

The first column contains no real problems (apart from the unusual shapes), but the second column has the lower-case sig-

ma, or 's' sound, which has two versions. One of these is found inside words and the others, the elongated 's' is sounded only at the end of words. The other slight problem is that the Greek alphabet contains only 24 letters, which gives us two spares. I decided first to define the ASCII characters from 192 to represent a Greek character set. These characters can't be typed directly from the keyboard. I felt there was a need to access the characters quickly, by referring to keyboard letters. For example the Greek word for 10 should be typed in as 'deka' and then each letter would be mapped to the Greek character set and be printed correctly.

The fastest approach is to relate each keyboard character directly to a Greek letter, by adding 128 to the ASCII code of the keyboard; 'A' is code 65 and that makes capital *alfa* become code 193. This meant deciding which Greek letters were most suited to direct encoding as English letters. After some thought I decided to use an intuitive method where the letters would be related mainly by sound. Figure 2 shows how that worked out. The keyboard simply indicates which English letter matches its respective Greek letter. Generally speaking the assignment works well, and a good many Greek words can be typed in almost letter for letter.

Now look again at figure 1. Notice there are a number of problems.
- The English letters 'Y' and 'G' are both used to represent *gama*. This is simply because *gama* can sound as a 'G' or as a 'Y'

Symbols		Name	Keyboard eqiv.s
A	α	Alfa	A
B	β	vita	B
Γ	γ	gama	G Y
Δ	δ	thelta	D
E	ε	epsilon	E
Z	ζ	zita	Z
H	η	ita	J
Θ	θ	thita	C
I	ι	yota	I
K	κ	kapa	K
Λ	λ	lamtha	L
M	μ	mi	M
N	ν	ni	N
Ξ	ξ	xi	X
O	ο	omikron	O
Π	π	pi	P
P	ρ	ro	R
Σ	σ ς	sigma *	S @
T	τ	taf	T
Y	υ	ipsilon	U
Φ	φ	fi	F
X	χ	khi	H
Ψ	ψ	psi	Q
Ω	ω	omega	W

Figure 1. Greek letters and English equivalents

Figure 2. How English and Greek letters correspond on the keyboard

depending on its position in relation to other letters in a word.

■ The 'S' character is normally used for *sigma*, but for *sigma* at the end of words, I decided to use the @ sign because it reminded me of the extended 's'.

■ The *epsilon* character was allocated to 'U' and to 'V' because of my own confusion over the shape of Epsilon. I generally use 'U', but 'V' occasionally creeps in.

■ The *khi* sound fits best with 'H' leaving the *xi* sound for 'X'.

■ The *psi* letter was allocated to 'Q' because it was free, and also because 'Q' is just before 'P'.

■ The *thita* sound was allocated to 'C', another free key, and remembered by a lisped 'th' being a soft 'C'.

■ The *vita* character looks so firmly like a 'B' that I left it there!

Character set

The next stage was to define the new Greek character set. If you have a Master much of the work is done for you because it contains an almost complete Greek character set. The alternative approach is shown in figure 3. Here we define character 64 (@) to be the end of word *sigma*. This has to be done for each of the letters, both upper and lower case. To help out, listing 1 on the yellow pages contains a character set called HIGREEK. On a Master it can be installed by just typing:

```
CH. "HIGREEK"
```

On a normal BBC micro or B+, first type in:

```
*FX 20,2
PAGE=PAGE+&200
```

Once installed, the program is not required (unless you hit Break) and hence can be deleted with NEW. Further programs can be loaded to make use of the character set. To do this we need a short function – FNgreek(M$) – which uses one parameter, the string in 'keyboard Greek' to be translated. The function therefore looks like this:

```
DEF FNgreek(m$)
LOCAL loop%,g$,a$
g$=""
FOR loop%=1 TO LEN m$
a$=MID$(m$,loop%,1)
IF a$>"@" THEN a$=CHR
$(ASC(a$)+128)
g$=g$+a$
NEXT
=g$
```


VDU 23, 64, 0, 0, 63, 96, 96, 62, 3, 62

Figure 3. Making the Greek *sigma* character

Notice that FNgreek returns the translated string so we can use a calling line like:

```
PRINT FNgreek("dwdeka")
```

or alternatively:

```
g$=FNgreek("trianda")
```

The next stage of looking at the Greek numbers was to work out how the numbers went together. Figure 4 shows the alternatives I eventually came up with. Greek numbers fit together very comfortably, there being no 'ands' to break up the flow. For example 6258 is translated as 'Exi hiliades, diakosia peninta okto'. This meant that a minimum of data statements would be required. I would have to put keyboard translations for:

■ Units: one to 12 (12 numbers before repetition)
■ Tens: 10 to 90 (nine numbers)
■ Hundreds: 100 to 900 (nine numbers)
■ Thousands: 1000 to 1200 (12 numbers)

Listing 2 is the Greek numbers program. Type it in and call it 'numbers'. It contains the HIGREEK VDU codes, and if space is tight, these could be deleted. If you delete the VDU codes, then a loader program must be created as follows:

■ First make a copy of HIGREEK called NLOADER
■ A last line of NLOADER should be added and should therefore read as follows: CHAIN "NUMBERS"
■ Build a !BOOT file containing:
```
0001 *FX20,2
0002 PAGE = PAGE + &200
0003 CH. "NLOADER"
```
■ Type *OPT4,3

Once listing 2 is running, you should see a screen like figure 4. Move the cursor keys to highlight the option you wish to explore and press Return. The program will present you with 10 questions and score you as you progress. Most of the working screen is in

Figure 4. Test yourself on numbers

Figure 5. The working screen is in Greek

Greek and is shown in figure 5. The translations are shown below:

Ερωτηση	Question (no.)
Σωστος	Right (so far)
Ποιος ειναι ο αριθμος	Which number is it?
Τι αριθμο	What number?
Σωστος. . .πο λI καλα	Correct! Very good!

It does take a little time to pick up the letter and word forms, but it pays dividends in terms of general familiarisation with Greek vocabulary. If you can afford the time, try to say each word out loud, so that you associate sound with the numbers too. If you have *Speech!* from Superior Software or Computer Concepts' *Speech* ROM, then try:

*SAY trianta okto

The second item that is worth learning about is the Greek menu, for a taverna or εστιατορ ιον (restaurant). Rather than replicate the learning techniques employed in the numbers program, we could learn about taverna food from the other side.

Imagine that you are the owner of a Greek restaurant, and you have to produce a daily menu (καταλογο) in both Greek and English. The BBC micro can help you, provided you have your trusty phrase-book to hand. Type in listing 3 from the yellow pages, save it as 'MENURDR', then run it

and follow the instructions.

The first thing you'll be asked for is the restaurant name. Type this in 'keyboard Greek' (KG). Next the name of the first course is required: type this in keyboard Greek too. A typical example is the word OPEKTIKA. The next item is the English equivalent, so type this in standard English. For OPEKTIKA you might type Appetisers. Now you are asked how many items are on offer in this course. Type the number (to start with keep this one low, say two or three). For each item you'll be asked for a Greek name and an English translation. You are now asked if there is another course. If you type 'Y' (Don't press Return) the whole process repeats. If 'N' is typed the menu is displayed on screen. A flashing prompt in the top-left corner of the screen draws your attention to the fact that the sheet can be printed out. Type Y to print and N to move on. The same thing happens with each sheet, but the computer does two dumps per page of paper. This means that after every two dumps, or one page of paper, you may need to reset the paper position in your printer. A typical page from one κατάλογο is shown in figure 6.

One of the problems with the MENURDR program is that there is no chance to edit or save your menus. For the best effect, we should be able to save text and alter it. Well, the good news is that anyone with an ASCII format word-processor can do just this. *Wordwise*, *View* or the Master 128 *Editor* should all be OK, and a typical menu is shown in Greek and English in figure 7.

Notice how alternate lines have keyboard Greek then English. It is important that each course name after the first one is prefixed with a 'Y'. This is to force a new course to be created in the MENURDR program. Note too that the very last item of the file must be an N to force the MENURDR program to begin screen dumping. The numbers which crop up throughout are the number of items in each course. They must be followed by that number of lines of Greek plus the same number of lines of English translation. The first two lines begin LOAD "MENURDR" then RUN.

Once the file is complete it can be saved or spooled from your wordprocessor as MENU. To get the finished menu copy, simply type:

*EXEC MENU

and it will issue commands to load and run MENURDR, then enter its own data into the program. You will still need to confirm

screen dumping by hand.

I thought it would be nice to type entirely in Greek, without this FNgreek conversion! You will need a wordprocessor which operates in a screen mode other than mode 7, because mode 7 doesn't allow user-defined characters. To get the Greek characters simply CHAIN "GREEK", my name for listing 4, then NEW it. The keyboard will be redefined as in figure 2, and when you enter the wordprocessor, everything you type will be in Greek! But you'll need a screen dump program to print out the words. When you are ready to return to English, save your work, then type *BASIC followed by *FX20,0.

By the time this copy is hitting the news stands, I expect to be sitting back in Jimmy's Taverna, drinking 'εναΟυζο και νερο' and handling my drachmas like a native. Talking of drinking, I really have had a good deal of assistance with this article. I'd like to thank all the people who have helped out: George Kyriakos, Andrew and Joanna Odysseus and, of course, Jimmy Stathatos, himself.

'Στεεν εεγαχ σασ — εφκχαρεεστο'

Bibliography: The Greek Travelmate, *Richard Drew Publishing, £1.50.* Berlitz Greek for Travellers *available from most bookstores, £2.25.* A Textbook of Modern Greek, *The Greek Institute, London N21 2DS, approx £8.* Get by in Greek, *BBC Publications, £2.25.*

Figure 6. An example of a Greek menu with English translations produced with Joe's listings

```
LOAD "MENUREADER"
(MENURDR) for DFS.
RUN
Taberna Telfort – Katalogo
OREKTIKA
(appetisers)
5
Tzatzjki
Garlic & cucumber Yogurt dip
Taramasalata
Fish roe dip
Htapodaki
Octopus
Spanakopita
Spinach squares
YENTRADES
(Main Dishes)
5
Mousaka
Eggplant and meat in layers
Pastitsio
Macaroni and meat in a cream sauce
Tomate@ yemiste@
Stuffed tomatoes
Kotopoulo qjto
Roast Chicken
Soublaki
Skewered veal or pork
YGLYKA
(Sweets)
4
Galaktompoureko
Vanilla slice
Kataifi
Shredded pastry with nuts and honey
Mpakalaba@
Pastry filled with Nuts and syrup
Loukoumade@
Honey & Fritters
N
```

Figure 7. Sample courses from the menu

ARC DE TRIOMPHE

The *AU* reviewers wasted no time in tearing off the packaging and giving the Archimedes the once-over

Bruce Smith & Graham Bell

Figure 1. *Desktop*, on the Archimedes' Welcome disc, allows easy access to ADFS

Acorn's revolutionary 32-bit Archimedes micros are the first to use the Acorn RISC Machine (ARM) processor and its three specialised support chips. In fact, Archimedes is a range of four machines, only two of which are available now. The specifications of the machines were detailed in full in last month's *Acorn User*, but they range from the entry level A305 with half a megabyte of RAM and a single floppy disc, to the upmarket A440 four-megabyte machine with a 20Mb hard disc. Here we look in more detail at the entry-level A305.

Beginnings

Switch on the Archimedes and it emits not a 'beep' but a pleasing 'bong'. Put in the Welcome disc and press Shift-Break, and the machine boots up into the *Desktop* program. This allows you to manipulate the files on the disc; using the mouse to point at pictures, or icons, and select options from menus. The window showing the icons can be moved across the screen as shown in figure 2, shrunk or switched off, or expanded to be as big as necessary. The screen colours can be altered using the palette.

All this happens fast – much faster than equivalent programs like the Macintosh desktop or GEM desktop – yet the *Desktop* is written in Basic! Accessories like a clock, calculator, notepad and calendar are provided. Clicking the mouse twice on an icon runs that program.

Basic differences

Leaving the desktop by clicking on 'Quit', the familiar '>' Basic prompt appears. This is Basic version 5.

BBC Basic has grown up. The familiar language has been extended to include several new features, but most old BBC Basic programs will be compatible with the new machine.

Major new structures have been added to the language. These include WHILE... ENDWHILE and CASE...ENDCASE, and IF statements that can be split over several lines.

WHILE loops and the CASE structure are similar to equivalents in other languages like Pascal. WHILE is like a REPEAT loop; the machine always does a REPEAT loop at least once, whereas a WHILE loop can be skipped entirely. CASE can select one of a number of options.

Commands like ELLIPSE, CIRCLE and RECTANGLE, plus FILL, make producing graphics simpler than using PLOT.

The COLOUR command has been extended too, to give simple control over the display colours. A preset selection of colours can be used in each mode – 64 colours are shown in figure 3 – or new colours can be specified in terms of their red, green and blue components. This allows any of the 4096 shades to be used. Figure 4 gives some idea of the subtle shading possible.

Basic procedure libraries are supported with an APPEND statement. This loads a file at the end of the current Basic program, and renumbers the program.

A major change involves the way in which variables are passed to procedures

and functions. With existing BBC Basic procedures, calling PROCdo(A%) means that PROCdo works not with A% itself, but with a copy of A%. So any changes made to the parameter within PROCdo are not made to the A% in the main program. This is described as 'passing by value' – only the value of A% is used in the procedure. In Basic 5, by using

DEF PROCdo (RETURN N%)

you can ensure that changes made to the parameter N% in PROCdo are passed back to A%. This is 'passing by reference' – in effect, the main program's A% is used in the procedure.

Procedures can now have local error trapping too. This is an ON ERROR statement that applies only to that procedure – the previous ON ERROR action is restored when the procedure is finished.

Basic 5 is generally compatible with previous versions of BBC Basic, and many of the Basic programs published in *Acorn User* will run without modification. The major area of incompatibility is sound. The new sound system doesn't have an ENVELOPE statement, but is controlled by TEMPO and BEATS commands.

Along with Basic 5 comes the ARM Basic Editor, much like the Basic Editor for the existing BBC micro. This gives you wordprocessor-like editing of a program using the function keys, and it deals automatically with line numbering and so on.

The assembler

Just like the standard BBC micro, the Archimedes has an assembler built into its Basic 5. Unlike the earlier BBC micros, it is not a 6502 assembler; it only assembles ARM mnemonics. But anyone with a reasonable knowledge of 6502 should have no problems moving across. This instruction set was described by Peter Cockerill in June's *Acorn User*.

In fact, apart from the mnemonics used, the whole process is identical to the familiar 6502 assemblers. When you are using ARM machine code with Basic, various integer variables have their contents moved across into the ARM registers when a CALL command is issued; A% is copied into R0, B% is copied into R1 and so on.

Within the operating system, old familiars like OSWRCH, OSBYTE and OSWORD are still present.

However, to call these routines, a new scheme first seen on the Acorn Communicator is used. Instead of JSR OSWRCH to write a character onto the screen, an SWI, or software interrupt instruction, is used.

Figure 2. Windows can be moved on screen

Figure 3. 64 of the default colours in mode 15

Figure 4. Shading gives a 3-D appearance

Each of the SWI calls has a number, and the equivalent of OSWRCH is number 0.

The following Basic program assembles some ARM machine code to add two numbers supplied from A% and B% together, then print the character corresponding to the result:

```
10 REM ARM assembler
20 DIM code &50
30 oswrch = 0 : osnewl = 3
40 :
50 FOR pass = 0 TO 3 STEP 3
60 P% = code
70 [ OPT pass
80 ADD R0, R0, R1 \ R0=R0+R1
90 SWI oswrch \ print CHR$(R0)
100 SWI osnewl
110 MOV R15,R14
120 ] NEXT
130 :
140 A% = 10 : B% = 65
150 CALL code
```

The MOS also includes monitor software to

aid with debugging. This is used via a series of star commands – *DEBUG, *BREAKSET, *MEMORYA and so on, and allows the machine code to be stopped, memory to be inspected or altered and execution of the machine code to be resumed.

The Welcome disc also contains a relocatable module which allows most 6502 code programs to be run.

The emulator can run any legal 6502 program, just as if it were running in a second processor. This includes ROM images of the *View* family, Comal and so on, and even Basic 4 – so your Basic programs with 6502 assembler will work. The emulator runs most programs slightly slower than a normal BBC model B, but input and output are done at full (non-emulated) speed so overall performance is usually a little faster.

Hardware

Within the three neat pale grey and cream Archimedes boxes are a standard Philips monitor as supplied with the Master Compact, a 103-key keyboard with the layout resembling machines like the IBM PC-AT, and the Archimedes circuit board.

The keyboard is a fairly standard item for business computers, housed in a light plastic case with little legs at the back to tilt it to a comfortable position. One or two important keys are in the 'wrong' place: " and * have moved, and f0 seems to have gone altogether (in fact it's labelled Print). The major advantage is that there isn't the usual tangle of wires – just two leads for the mouse and main box. Only a pre-production keyboard was available for review, so the feel of the keys can't be judged.

Loosen two screws at the side of the main box, and remove three from the rear, and the metal top can be slid off. The box contains the circuit board, power supply, floppy disc drive, sockets for the keyboard, network, monitor and headphones, parallel and serial interfaces and a small fan. The internal layout of the machine is shown in figures 5 and 6. The disc drive sits on a small metal platform, and a second floppy drive or hard disc can be added to the platform next to the first.

The rows of RAM chips on the circuit board sit under the disc drive platform, and this board also has the extra 0.5Mb RAM upgrade chips fitted in the sockets provided. All the Archimedes machines are fitted with the same ARM processor, VIDC video controller, MEMC memory controller and IOC peripheral controller.

The optional podule backplane piece

plugs into the 96-way connector in the centre of the board, and a standard Master series Econet card can be plugged into the rear-left corner of the board.

The Arthur MOS

The system software of the Archimedes series divides into several overlapping sections: the MOS, the filing systems, the WIMP, sound, sprite and font managers and the 6502 emulator. Some aspects of the operating system are very familiar from earlier Acorn machines; other parts are totally new and mirror the facilities found on machines like the Apple Macintosh.

The release version of the MOS that will be in machines from September is 1.000 and needless to say it has been completely re-written to take full advantage of all the new features. Only an early version of this was available for the review, and some of the facilities that will be in the final ROM were provided on disc.

Of the new star commands, *SET, and those related to it are perhaps the most interesting. Basically *SET can be used to assign a string to a variable. For example:

*SET ARC "The Archimedes 305"

will create a variable called ARC which is assigned the string 'The Archimedes 305'. Note these are not Basic variables, but are used by the operating system – which is now a programming language on its own. It even has a *IF command!

Certain other variables are already assigned – these include:

CLI$PROMPT
SYS$TIME
SYS$DATE
SYS$RCLIMIT
SYS$RETURNCODE

For example entering:

*SET CLI$PROMPT "ARC>"

The normal '*' prompt will be replaced by 'ARC>'.

By using the system variable ALIAS$ it is possible to make new * commands too. For instance the MODE command is often used in Basic, but what is needed is a *MODE command. This can be defined using:

*SET   ALIAS$MODE   ECHO
<22> <%0>

Now typing *MODE <n> where n is the mode number will have the effect of changing the screen mode. Alternatively, an alias can be used to change the name of a star command. If you are used to CP/M, then:

*SET ALIAS$ERA DELETE <%0>

could be useful. *SETMACRO is an extension of *SET.

Like earlier operating systems, there are

MEMORY MAP

logical address	function	
01FFFFFF		32Mb
	Screen memory	
01F88000		
	Unused	
01F08000		
	Cursor and sound work space	
01F00000		31Mb
	Operating system work space	
01C00000		28Mb
	Relocatable module space	
01800000		24Mb
	Sprite work space	
01400000		20Mb
	Reserved for RAM disc	
01000000		16Mb
	User memory	
00008700		32k
	Operating system work space	
00000000		0

vectors that allow new bits of code to replace old bits of the operating system. There are many familiar names and new additions including:

UKVDU23V – Unknown VDU23 vector
UKSWIV – Unknown SWI vector
UKPLOTV – Unknown VDU25 vector
VDUXV – Extra VDU vector
TICKERV – Vector called five times a second
UPCALLV – Warning vector
MOUSEV – Mouse vector

The Archimedes memory map is complex: there are between 512k and 4Mb of physical RAM chips on the board, and 512k of ROM. But the range of addresses in use goes from &00000000 to &01FFFFFF. A memory map is shown above.

The range of addresses is far wider than the amount of physical memory, so not all of the memory map is actually 'there'. In fact, none of it is there! All the hardware is really addressed above &02000000, and the MEMC memory controller translates all the 'logical' addresses used by software into the correct 'physical' addresses used by the hardware.

So the beginning of, say, the sprite workspace might be at (physical address) &02040000, or it might be somewhere else – you never need to know. MEMC and the operating system sort this out automatically. If your software wants to access the sprite workspace, then you can always find it at (logical address) &01400000. Because not all the 32Mb of logical memory can be

physically present, there must be holes in the logical memory map. If your software uses a logical address for which there is no physical translation, then an 'address exception' error is given.

Filing systems

Acorn's advanced disc filing system (ADFS) and advanced network filing system (ANFS) are standard in the Archimedes. The ADFS is normally the default filing system and those familiar with the existing ADFS should have no problems. Several new commands have been implemented. Those common to both ADFS and ANFS are as follows:

* ENUMDIR – Reads entries from a given directory and copies them into a specified file
* OPT 4,1 – This now *RMLOADs the !Boot file
* STAMP – Used to set the date/time stamp of an existing file
* UP – Moves up the directory tree

Two formats of ADFS disc are available. The large (L) format, giving 640k of storage, is compatible with discs from the Master Compact, and other BBC micros using ADFS and 3.5-inch discs. The new double (D) format uses the same disc, but with only five sectors at 1024 bytes giving a total disc capacity of 800k. The choice of format need only be taken when formatting a disc – once this is done, reading whichever format it is done automatically.

Window Manager

The operating system provides all the facilities for an environment based on windows, icons, menus and pointers. These are used by the Archimedes desktop supplied on the Welcome disc. There are 24 system calls to facilitate this. They operate rather like OSWORD calls in that you set up a parameter block in memory containing various bits of information and then load register R1 with its address. Then the appropriate window manager call is made using the SWI instruction.

Windows are handled rather like files on existing BBC micros in that they are assigned handle numbers. To manipulate a particular window you must specify its handle number in the parameter block. Windows are opened and closed, and the software deals with the interaction of the windows, the mouse cursor and the Select, Menu and Adjust buttons on the mouse.

The Font Manager provides all the facilities for painting characters in different sizes and fonts onto the screen. The fonts are

essentially graphical – unlike the eight by eight BBC character set used for normal printing.

To allow the graphical fonts to be printed at any size, pixel definitions of the fonts in various sizes are provided. When a size of font is requested that is not present in the form of a pixel definition, then the font manager will automatically scale a font to meet the requirements.

An anti-aliasing technique is employed with shades of grey used to fill in pixels that should only be half-filled in. This can lead to a smudged, fuzzy look in some sizes. Fonts are defined with 16 shades of grey, but can be printed in fewer shades when used in modes with fewer colours available.

The operating system reserves an area of memory for sprite definitions, and there are VDU and star commands for loading and saving, plotting and editing the sprites. The sprite system is compatible with that of the GXR and Master Compact *Spriter* ROMs. New commands *SCREENSAVE and *SCREENLOAD allow the whole or part of the screen to be simply saved to a file.

One of the most interesting features of the BBC micro range was its implementation of sideways ROM and RAM. Neither of these are present on the new machine, other than through a ROM podule. Instead extensions to the OS are added using 'relocatable modules'. These are ARM machine code which, like sideways ROM and RAM, follow a specified format. The first few bytes in the module form a header which provides the MOS with all the information it needs to use with the module. Once loaded with *RMLOAD, all the * commands associated with the module can be used. Modules can be considered as software extentions of the MOS.

A list of modules installed in the machine can be obtained using the *MODULES command. Other module orientated commands that are of interest are *RMCLEAR to delete all modules installed, *RMKILL to delete just the specified module and *RMRUN to run the specified module.

Obviously the modules eat into user memory. The amount given over to them can be defined using the *CONFIGURE RMASIZE command. If you should try to load in too many modules, an error message is displayed. In this case you can either delete modules or increase the RMASIZE.

Acorn are getting the ball rolling by announcing four podules – small add-on circuit boards that slide in the rear of the micro, providing it has a backplane.

First the ROM podule. This will accept

Figure 5. Vital parts of the circuit board

Figure 6. Solid internal construction

ROMs of 16k upwards, and also RAM chips which may be battery backed. Providing the ROM is legally written, then even BBC micro ROMs should work, at least under the emulator. *View 3* is an example.

The I/O podule provides the connections to the rest of the world. You get an analogue port, a user port based on the trusty 6522 VIA and a 1MHz bus. The sockets are the same as those used on the BBC micro range and so all those peripherals should be able to connect and be used, though the software might need to be adapted. A MIDI interface is also planned as an upgrade for this podule, with the additional MIDI software being on ROM.

The third planned podule is the hard disc upgrade, at a cost of £574 including VAT.

There are also plans to produce an MS-DOS podule, to allow the Archimedes to run standard IBM PC software. This will be similar to the Master 512 co-processor. Acorn has written a software emulation of the IBM PC similar to the 6502 emulator, but this runs slowly compared with the real thing, and a podule with its own processor should offer much better performance.

Two manuals are supplied with the Archimedes: the Welcome Guide and the User Guide. The Welcome Guide describes

how to plug the micro together and use some of the disc-based utility programs such as the font designer.

The 456-page User Guide follows the standard Acorn format, describing the machine's facilities in a step-by-step manner. But anyone planning to program in anything other than Basic will be left scratching their head.

The hefty *Programmers Reference Manual*, at the equally hefty price of £19.95, provides just about all the hard facts you're ever likely to need. Unfortunately that's all it does: no examples are given to show you how to use the numerous system calls which means there's much hair-tearing as you struggle with the mass of information.

Impressions

There can be little doubt that Archimedes is the biggest step Acorn has taken in the micro market since the launch of the original BBC micro five years ago. And in terms of the hardware, the step has been successful. After some time with the machine, it's hard to fault it or find an aspect of its performance that compares unfavourably with the competition – and that means any micro up to £5000.

First impressions count heavily in a shop: the keyboard could be better, and the lack of a bundled wordprocessor looks like cheeseparing in a £1000 micro. But the speed of the machine is astonishing.

As to software, so far there is very little, and the best will take some time to appear. Acceptance of the Archimedes in the home market depends heavily on the appearance of software that makes use of the power of the machine: conversions of old software to run under the 6502 emulator simply won't do, because they are subject to the same performance limits as the original BBC micros. Although new applications are on their way, other machines like the Macintosh and Amiga have a head start.

The computer press has in the past been quick to knock Acorn for its retention of eight-bit technology. But the sales success of that technology has paid for the development of this 32-bit machine. Now we have a micro that is potentially a world-beater and should run most BBC Basic programs.

At around £1000, it's a rather larger step than one is used to in the BBC world. But with five times that amount to spend you can't get anything else that even comes within hailing distance.

Acorn has put itself at the top of the tree again. Atari, Amiga, Amstrad and Apple users – eat yer hearts out!

SUBSCRIPTION

FILLING OUT FILES

Free yourself from limitations with this program which increases the number of filenames you can get on a disc

David Lawrence

One problem with the Disc Filing System (DFS) is the limit of 31 filenames per disc surface. Nothing is more annoying than the 'Cat full' error message when you know that there is at least 50k left on a disc. There are ways round this, but they either involve buying a different DFS or using a program like the *SWAP of *Disc Doctor* that will swap between two sets of 31 files. The first method is expensive; the second is useful in the short run, but may still limit you on discs with many short programs.

To get more than 60 filenames, a completely different system must be used. My program will give you a maximum of 128 using a standard Acorn DFS. The code as provided runs from sideways RAM (SWR) but could equally well be blown into an EPROM and fitted permanently into your computer! This code does *not* replace your DFS – it is only an extension to it, and all normal DFS commands are still available.

Listing 1 on the yellow pages is the complete source code for the DFS extension. Enter the program and save it before running it. When run, the code will be assembled to &5000. If you have Basic 2 or a Master series micro, you can delete all references to 'D%', replace the functions equb, equw, equd and equs with EQUB, EQUW, EQUD and EQUS and change the first line in 'PROCassemble' to:

FOR I%=4 TO 6 STEP 2: P%=&8000:O%=&6000

This then makes use of the assembler extensions in Basic 2. Once assembled, a number of checksums are performed on the code and any errors will be reported along with a range of lines to be checked. Double check that section of codes and if possible ask someone else to check it, as it

is very easy to miss something obvious. When the checksums are correct, the program will ask you to insert a disc on which to save the final code and will then save it.

You can now load the code into SWR in the usual way. Consult your SWR user guide for how to do this. Press Break and then type *HELP; a message similar to the following should be displayed:

```
DFS 0.9
  DFS
  UTILS

128 file DFS extension

OS 1.20
```

The exact wording will depend on which ROMs you have fitted.

Now try *HELP 128; this will list the new commands available:

```
128 file DFS

*LOG
*PUT file/*,<start,len>
*GET file/*
*INIT
*ERASE
```

The commands provided are fairly limited, but should prove adequate for most uses. Here is a description of each one along with examples.

*INIT

Before you can store 128 files on a disc, you must specially format the disc. First format a blank disc in the usual way. If you have a standard Acorn DFS this will be with a utility program, while other DFSs may have a built-in formatter. In either case the command will be something like *FORM40 or *FORM80 depending on the number of tracks your drive has. The 128 extension

```
Sector 0
      Bytes   00-07   First eight characters of disc title
      Bytes   0B-0E   Filename 1
      Byte    OF      Directory of filename 1
      Bytes   10-16   Filename 2
                ..        ..

Sector 1
      Bytes   00-04   Last four characters of disc title
      Byte    05      Eight times number of files on disc
      Byte    06      Top nibble is the *OPT 4,n option
      Bytes   06-07   (Bottom nibble of 06) Number of sector on disc
      Bytes   08-09   Load address of filename 1
      Bytes   0A-0B   Exec address of filename 1
      Bytes   0C-0D   Length of filename 1
      Byte    OE      Bits 7-6, high order bits of load address
                      Bits 5-4, high order bits of exec address
                      Bits 3-2, high order bits of length
      Byte    OF      (and bits 1-0 of OE) Start sector of filename 1
      Bytes   10-11   Load address of filename 2
                ..        ..
```

Figure 1. Standard Acorn DFS Track 0

```
Sector 0
      Bytes   00-07   First eight characters of disc title
      Bytes   0B-0F   '128 DFS ' to identify disc as a 128 DFS disc
      Bytes   10-F7   Undefined
      Byte    F8      Next track with free space
      Byte    F9      Next sector free within track
      Byte    FA      Next catalogue sector with free space
      Byte    FB      Next free line in catalogue sector
      Byte    FC      Number of tracks on disc
      Bytes   FD-FE   Number of free sectors on disc

Sectors 2-9
      Bytes   00-0B   Filename 1 (12 characters)
      Byte    0C      Start track for file 1
      Byte    0D      Start sector for file 1
      Byte    0E      Load address of file 1
      Byte    0F      Length of file 1
      Bytes   10-1B   Filename 2 (12 characters)
                ..

Sector 1 is unused apart from data to make '128 DFS ' use up
the whole disc, ie file length &31E00 on 80-track, &18E00 on 40-track
```

Figure 2. 128 DFS catalogue layout (Track 0)

works equally well with 40 or 80 tracks.

When this is done type *INIT (a 128 DFS command). The disc will whirr and you will be asked: 'xx track initialise -- Sure? (Y/N) :' where 'xx' is 40 or 80, the number of tracks. If you press 'N' then nothing will happen, so press 'Y'! The disc will whirr again and the numbers zero to nine will be displayed. The disc will now be a '128 DFS' disc. If you catalogue the disc in the normal way this will be displayed:

```
(00)
Drive 0              Option 0 (off)
Directory :0.$       Library :0.$

    128 DFS  L
```

The file 128 DFS takes up the whole of the disc and you will therefore not be able to save anything else onto the disc. The name also acts as an identifying mark for the disc and the 128 DFS will not allow you to use *LOG, *PUT, *GET and *ERASE on a disc that does not have this file on it.

Once a file is initialised, you are now ready to save programs on the disc. The command that does this is *PUT. This is in essence the same as the standard command *SAVE but isn't quite as versatile. The best way to describe the command is for me to give you an example:

*PUT Test Prog,19,1C

This would save the block of memory from &1900 to &3500 under the filename 'Test Prog'. Points to note are:

■ The filename can be up to 12 characters long and spaces are allowed. Capital letters and lower case are also distinct, so you can have 'FRED', 'fred' and 'fReD' as different files on the same disc.

■ The two parameters taken by *PUT (19 and 1C) are both hexadecimal numbers and must both be two characters long. They refer to the first 'page' to save and the length of the file in whole 'pages'. A page is a block of 256 bytes, so the above command is similar to:

*SAVE TEST 1900+1C00

It is not possible to specify more accurate addresses as you can in *SAVE, eg, 1945+1CD1), nor to give an end address instead, eg, *PUT TestProg,19,35 – this would save a (hex) block &3500 long. So to save a Basic program, its PAGE value and its length rounded up to the nearest 256 bytes must be found. These can be obtained by typing:

PRINT ~(PAGE/256),~INT((TOP-PAGE)/256+.5)

These two values can then be used in *PUT. If either of these values is only a single digit, it must be preceded by a zero. So '6' becomes '06'. If you don't give the right number of parameters or if you miss a comma, you'll be given an error message and will have to try again. If all goes well, the disc will whirr and the file will be saved.

■ There are two other 'advanced' features of *PUT, the first being if the start and length parameters are missed off completely, no error will occur, but instead the DFS will attempt to find a file on the disc with the same name as the one in the *PUT and will then save over this file using the same parameters. For instance in the above example, if there had already been a 'Test Prog' saved on the disc with *PUT Test Prog, 19, 1C and you typed *PUT Test Prog then the old 'Test Prog' would be saved over the parameters of &19 and &1C. If no file with the same name is found, a 'File not found' error will be given. The other feature is that if a Basic program name begins with a '!', it will automatically run when it is loaded back in. PAGE will also be set to the value set by the first parameter. So if *PUT !Demo, 40, 05 had been used to save a Basic program five blocks long at PAGE=&4000, when it was loaded back in PAGE would be set back to &4000 and the program would be run like Basic's CHAIN command.

To find what files have been saved on a 128 DFS disc, type *LOG. This is a cross between *. and *INFO *.* on the standard DFS. If you had done the *PUTs in the section above and then tried *LOG, the following would be displayed:

```
TestProg   19 1C   !Demo      40 05

002 files.    &02F4 free sectors
```

*LOG catalogues the disc, and shows the start and length of each file (as specified in *PUT when it was saved). The number of files used and the number of free sectors (in hex) is also displayed. A sector is a block of 256 bytes on the disc, so this could be interpreted as the number of 'pages' left on the disc.

The *GET command loads saved files back in. This is much simpler to use than *PUT and simply involves typing *GET followed by the filename you wish to load. For example *GET TestProg loads 'Test-Prog' and *GET !Demo loads '!Demo', sets page to &4000 and runs it.

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This is THEATRE
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BBC Cable if purchased separately is £8.00. Software on its own: £11.00 + £1 p&p.**

```
Blk + 0    Drive
Blk + 1
Blk + 2    Address to load to
Blk + 3    or save from
Blk + 4
Blk + 5    3 (number of parameters)
Blk + 6    &4B for save, &53 for load
Blk + 7    Start track
Blk + 8    Start sector
Blk + 9    &20 + number of sectors to
           load
```

```
Call with A% = &7F : X% = Blk MOD
256 : Y% = Blk DIV 256:CALL &FFF1

After call, Blk + 10 = 0 if successful.

'.load' and '.save' are called with :
X = Track, Y = Sector, A = (Addr DIV
256)
```

Figure 3. Use of the CALL Osword &7F command

Offset	40-track	80-track	Use
&F8	&01	&01	Next free track
&F9	&00	&00	Next free sector
&FA	&02	&02	Next catalogue sector
&FB	&00	&00	Next line in sector
&FC	&28	&50	40 or 80-track
&FD	&01	&03	} No of
&FE	&85	&15	} free sectors
&FF	—	—	Not used

Figure 4. Information stored in track 0 sector 0 by * INIT

If a '*' is typed as the last character of a *GET command, the DFS will search for the first filename that matches the letters before the '*'.

This wildcard system also works when using *PUT with no save parameters. So *PUT Terr* would save over the first file starting 'Terr'.

*ERASE

The only way you can delete files from a 128 DFS disc is by using *ERASE. Note that you don't specify a filename to delete, *ERASE simply erases the last file you saved, you will be prompted first with the name of the file and asked if you are sure you want to delete it. For example, *ERASE might produce the following message:

Terrorhawk -- Erase? (Y/N) :
Pressing 'Y' will delete the 'Terrorhawk' file and pressing 'N' will do nothing.

That completes the description of the commands and should be sufficient for you to use the utility. The extensions only use drive 0 – this can't be changed.

Don't forget to *INIT the discs before you use them; you'll get an error message if you try to access a non-128 DFS disc with *PUT, *GET, *LOG and *ERASE.

In order to understand the program, it is helpful to know how the 128 DFS stores its files and how this differs from the standard Acorn format. Figure 1 on page 89 shows the layout of the first two sectors of the first track under the Acorn standard. The actual programs or data are stored sequentially from track 0 sector 3 onwards. My DFS uses the whole of track 0 for catalogue information, with programs stored from track 1 sector 0 onwards. Figure 2 shows the layout of track 0 of a 128 DFS disc.

The first section of code (from '.start' to '.load') is a standard sideways ROM header and contains the code necessary for identifying 128 DFS commands and printing *HELP messages.

There are the four subroutines for loading a sector ('.load'), saving a sector ('.save'), loading a track ('.loadtrk') and saving a track ('.savetrk'). These four use the OSWORD call &7F to access the disc controller directly. Figure 3 details the use of this command. The subroutine ('.setblk') checks that the disc in drive 0 is a 128 DFS disc and returns an error if it isn't.

The next section contains all the data needed by the ROM; the legal commands, error messages and the *INIT data are all included here. The routine '.error' handles error output by copying the appropriate message onto the stack (&0100) and jump-

ing to it. Then the operating system deals with it.

The rest of the ROM contains the code for the new star commands. This begins with *LOG.

*LOG ('.dir') reads a sector at a time from track 0 and if it is not empty displays the filenames plus their start addresses and lengths. This is repeated until all the filenames have been printed then the number of files and free sectors are displayed.

*GET ('.get') uses '.findname' to see if the file specified exists and if it does, gets its start sector, start address and length. The file is then loaded. Loading one sector at a time is rather slow, so the program loads single sectors until it is possible to load whole tracks, this is repeated for as long as possible and then any left-over sectors are loaded individually. The code from '.found2' checks if the filename begins with '!' and if so sets PAGE accordingly.

Last eight bytes

*INIT ('.init') reads the number of sectors on the disc from track 0 sector 1 and calls '.init40' or '.init80' as appropriate. Both of these routines save a file called '128 DFS' that takes up the whole of the disc. However, they save different information in the last eight bytes of track 0 sector 0. See figure 4. Both routines then fill the rest of track 0 with zeros (&00).

*ERASE ('.erase') finds the last file in the catalogue and displays it, asking if you're sure you want to erase it. If you are sure, the catalogue and the number of free sectors (track 0 sector 0) are updated. If no files exist, an error is caused.

Other routines used by the program are '.hex' and '.tohex' (just before '.put') that check for a valid hex number input and display a hex number respectively.

The program uses zero page locations &70 to &77, &80 to &89 and &8E. It would be possible to save the values in these locations when one of the commands was used and restore them after use, possibly using sideways RAM. Pages &9 and &A are also used as buffers.

There is a great deal of room for improvement in this program. For example, a means of easily saving Basic programs would be nice, as well as a way of erasing a specified program. If you would like to add to the basic programs yourself, feel free, if not, you'll have to wait for version 2!

GET THE PICTURE

Smoothing, edge detection and editing by art package are all ways of processing digitised pictures. Here's how to sharpen your image

Phil Wilkes

A few months ago, I treated myself to a video digitiser. This clever device allows me to convert pictures from a video recorder into graphics screens on my BBC micro. Suddenly, I could produce pictures which would previously have taken hours of painstaking work with an art package – if indeed I were that gifted!

As a result, I soon had several discs full of digitised pictures. They are easy to produce and it doesn't take long! I digitised anything – the news, favourite television characters, wildlife programs, the test card . . .

After this initial burst of enthusiasm, I began to wonder what I could do with these pictures. Most looked OK on their own, and they could be displayed as a sequence by writing a simple program which loaded each in turn, allowing suitable delay between them. After a while, I soon realised that a little processing could turn an average screen into a more impressive one.

Editing

Most art packages save pictures by just saving the screen memory. It is therefore a simple matter to transfer a digitised picture into an art package for editing via mouse, joystick, graphics tablet or keyboard. I recommend *AMX SuperArt*, if you have it, and *Acorn User*'s own *Freehand* program published in October and November 1985. The latter is very strong on treatments of existing images, and is one of the best packages I have found for editing and manipulating digitised pictures.

One of the easiest treatments I have found is just to erase all the background detail to allow the main subject to stand out against a black or white background. And it can be fun to add speech balloons to people, making instant cartoons! However, not

An image requiring vertical compression

everyone has an art package, or feels confident enough to do the freehand drawing usually required. So I looked at creating some programs which would automatically process entire screens, to achieve different effects from an original digitised picture. These routines are presented in this article. Don't think that you need a digitiser to perform these routines either. Although intended for use with digitised pictures, some of the programs work equally well with any graphics screen.

Something that needed doing to virtually all pictures was correction of the aspect ratio. My digitiser, and most others on the market, produces pictures which are slightly too tall relative to their width. This can be corrected with listing 1 in the yellow pages, which applies a vertical compression to the picture by a factor of 1/1.2. This value may be changed to match your equipment or for special effects.

It works by copying complete horizontal lines, but skips some to give the compression effect. This leaves a blank area at the bottom of the screen. The line copying is done by directly accessing screen memory for speed, so listing 2 on the yellow pages gives a 'legal' version which should work on

second processors or with shadow screen memory, albeit at a more leisurely pace.

One of the problems with digitised pictures is that the digitiser samples an analogue signal and converts it to a limited range of digital values. If part of a picture is mid-way between two levels, a grainy effect is produced – I'm sure you must have seen this. Also, areas which should just be one colour can be broken by single pixels of a different colour, often because of interference or 'noise' in the video system. The second process I looked at was therefore to smooth the picture, an effect giving a more even appearance.

Smoothing

This effect is achieved by looking at each 2×2 block of pixels and averaging the brightness of the colours, plotting the resultant colour in the bottom left-hand corner. By doing this for every 2×2 block on the screen, the whole picture is smoothed, and single isolated pixels are removed. The process can then be repeated to give an even smoother effect if desired.

The small block size of 2×2 was used in order to avoid too much loss of detail, although some 'smearing' is inevitable. A Basic program to smooth the screen in this way ran very slowly, taking about half an hour to process one screen. Listing 3 on page 118 in the yellow pages is a machine code version. This takes only a couple of minutes to run, and should work on any BBC B, Master or Electron micro.

While I was doing this, I thought of another way in which a 2×2 block could be analysed. This led to yet another process – edge detection. When the bottom left-hand corner pixel in a 2×2 group is compared to the other three, if the difference between any of them is greater than a given threshold

a black point is plotted, otherwise a white point is plotted. This gives a picture in which the edges between areas of different colours are drawn in black on an otherwise white background. This reduces any picture to a line drawing, which can then be coloured or printed as required. The threshold level is adjustable, so that all boundaries are detected, or only the most significant ones. A little experimentation is usually required to find the best value for a given picture, although once you have used the effect a few times it becomes easier to guess a good value to use.

How to use the programs

Both edge detection and smoothing are coded into listing 3, which produces a piece of machine code which is saved to disc in a file called O.EFFECT. For ADFS users, directory 'O' has to be created before running listing 3. Listing 4 is a demonstration showing how to use the assembled code. It includes the procedure PROCeffect (M%,E%,T%), which is all that is needed in your own programs. Both edge detection and smoothing are demonstrated in this program – the M%,E% and T% parameters are explained below.

PROCeffect takes three parameters which it passes unchanged to the code. These are:

M%: The current mode, which may be 0, 1 or 2;

E%: The effect required:
= 1 for edge detection
= 2 for pixel averaging;

T%: Meaning depends on the effect called:
if E%=1, % is the lowest difference to trigger the edge detection. T%=1 will give all edges;
if E%=2, T%=0 will round averages down,
T%=1 will round averages up.

For example: PROCeffect (1, 1, 2) would give edge detection for a mode 1 picture with a threshold value of two. In other words, if adjacent areas are colours 0 and 2, 1 and 3 or 0 and 3, a black line would be drawn where they meet. If the colours of adjacent areas were only separated by one (eg, 1 and 2), no line would be drawn.

Alternatively, PROCeffect (2, 2, 1) would give pixel averaging (picture smoothing) for a mode 2 picture, with averages rounded up if needed.

The effects can sometimes be used in conjunction, first to smooth a picture and then use the edge detection, for the best

A satellite picture (top) is first enhanced using pixel smoothing (middle) and then by edge detection (bottom) for interesting results

TABLE 1: ASSEMBLER ROUTINES

Name	Line No	Description
entry	300	Entry point where code is first called
gcol	890	Sets graphics colour to accumulator
brightness	990	Sets up tables relating logical colour to brightness
firstline	1440	Stores brightnesses from bottom line in table
testpoint	1740	Returns brightness of pixel in accumulator
process	1830	Main processing of screen including X and Y loops
plot	2510	Plots one pixel
edge	2750	If edge in block, sets GCOL to 0 else sets GCOL to 7
pixav	2960	Calculate average brightness of block and set gcol

TABLE 2: ZERO PAGE LOCATIONS

Address	Variable	Description
&70	xpoint	X co-ordinate of the pixel to be read
&72	ypoint	Y co-ordinate of the pixel to be read
&74	point	Logical colour of pixel
&75	arraypoint	Pointer into table storing brightnesses
&77	p0	Brightness of bottom-left corner
&78	p1	Brightness of top-left corner
&79	p2	Brightness of bottom-right corner
&7A	p3	Brightness of top-right corner
&7B	mode	Current mode as passed to routine
&7C	effect	Which effect was requested
&7D	threshold	Calculated threshold value
&7E	step	Size of pixel in X direction
&b0-&B7	bright	Brightnesses for given logical colours
&B8-&BF	logic	Logical colours for given brightnesses

results. Even further variation can be achieved by also using my mode changing software published in *Acorn User* in October 1986. For example, a mode 2 original could be converted to mode 1, pixel averaging applied and then edge detection. You can see from the illustrations how several different versions of the same picture can be produced, without ever using an art package. And with even limited use of one of these, the variations become limitless.

Line drawings

Non-digitised pictures can also be processed in a similar manner. The most effective treatment is the edge detection which can reduce any picture to a line drawing. This produces very good print-outs if you have a printer which does not handle shading patterns very well.

The main subroutines in listing 3 on the yellow pages are detailed in table 1 and the zero page locations used are listed in table 2.

The first action that takes place once the code has been called is saving the parameters passed to it for use later. The correct threshold values and step size for the given mode are then calculated. Two tables are set up which give conversion factors between logical colours and their respective brightnesses, and vice versa.

Processing of the screen is done from bottom to top and from left to right. Each pixel (except those at the screen edges) is considered four times as part of the four different blocks of 2×2 pixels which overlap it. Two of these occur consecutively as it forms first the top right and the top left of a block. The brightness value of this pixel is then saved to a block of memory which always records the previously processed line. This saves having to re-read the screen and considerably speeds the program up in the process.

Colour calculation

The bottom screen line is first read into this block of memory, and then each line is processed in turn, calculating the colour to be plotted as described above for each 2×2 block and then plotting each successive pixel on the screen.

When this calculation is complete, the top and right-hand edges are the only ones not to have been processed, as they cannot form the bottom half of a block. This is tidied up by drawing a line over these edges, in black for pixel averaging and in white for edge detection.

The program as it stands resides from &1400 to &15FF in memory, with the

Digitised picture enhanced by edge detection

memory block for storing the previous brightness values going from &1600 to &1800. PAGE is normally set to &1900 on a disc system and the code and data are safe provided that no data files are opened, as will usually be the case. Normal loading and saving is not affected.

Amendments

For tape systems, ADFS and Master users, these locations are not usually available. It is therefore recommended that PAGE is raised by &500 before using the routines, and lines 220 and 270 of listing 3 amended appropriately.

For example, on a standard BBC micro using the tape system, PAGE is normally &E00. This can be shown by typing PRINT~PAGE. The memory block address bx can be found by typing PRINT~PAGE + &200. This gives the answer '1000'. So now you can add the following lines to listing 3:

```
200 bx = &1000
250 P% = &E00
```

Before running your own program or listing 4, PAGE has to be raised by &500, by typing: PAGE = PAGE + &500. The call to the machine code in PROCeffect should also be changed to the start of the machine code, which is at the original value of PAGE, &E00.

These smoothing and edge-detection algorithms have a lot in common with the sort of techniques used to 'enhance' satellite photographs like those taken by Landsat or Meteosat. These photographs are transmitted to earth and processed digitally, and the aim of 'enhancement' is to make it easier to see minor features or changes here on the ground. Edge detection is used to pick out boundaries between, say, different types of vegetation on such photographs.

By using these programs together with a digitiser and an art package, you can produce images to enliven your programs or even stand in their own right.

COMPETITION

AT YOUR COMMAND

Fill in the blanks in the table of addresses correctly, and you could win a copy of *Genie*, the pop-up utility package from PMS

Genie has an on-screen calculator using normal numeric keys

Routine	Hex	Decimal	Octal	Binary
osbyte	-	65524	177764	-
osfind	-	65486	-	-
osgbpb	FFD1	-	-	-
cliv	020B	-	1010	-
osword	-	-	-	1111111111110001
rdchv	-	528	-	1000010000
oscli	FFF7	-	177767	-

Stick this table on a postcard if you wish, and fill in the gaps

This month's competition relies on number bases. Above is a table of numbers, each an important address in the BBC micro's operating system. These addresses are usually quoted in hexadecimal, base 16. In hex, the letters from A to F are used to represent the 'digits' from 11 to 15.

The table also includes the same addresses in the familiar base 10, in octal (base eight) and in binary (base two). But some of the addresses are missing. Fill in all the gaps and you could win yourself one of two copies of Permanent Memory Systems' *Genie* package that we have as prizes.

Genie is a pop-up utility that provides an address and telephone book, a note-pad for jotting down quick reminders to yourself, a diary to write down your appointments, and an on-screen calculator, simply at the touch of a button.

The *Genie* can be summoned by pressing CTRL-Shift-G at any time – even within another program, such as *Wordwise* or *View*. And when you're finished, *Genie* puts you back right where you started with nothing altered. *Genie* is totally self contained and no access to disc is required nor do you need to have a disc drive.

Because *Genie* has a battery-backed memory, the data you type in doesn't get lost when you switch off the micro, and you can protect the data with a password if you want.

Write the completed table on a postcard or the back of an envelope, add your name and address and the competition coupon from the bottom of the page, and send it to September Competition, *Acorn User*, Redwood Publishing Ltd, 141-143 Drury Lane, London WC2B 5TF. The first two names with correct answers drawn out of the *AU* hat on 16 October will win *Genie*. We cannot accept entries without the coupon. The Editor's decision is final. No other correspondence to be included with entries, please.

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YELLOW PAGES

Entering listings

To make the task of entering listings easier, *Acorn User* has adopted several standards in the yellow pages. Programs are listed with line numbers in increments of 10, so type AUTO <Return> for automatic line numbering before you start. Before you list what you've entered, type LISTO 1 <Return> to provide spaces after the line numbers. Programs in the yellow pages are often listed to a width of 40 characters, so type MODE 6 <Return> before you start. Comparing the line-endings of your listing with the yellow pages will help you spot extra or missing characters.

To make sure that the program you want to enter will work on your particular machine, check the index below. All the listings work with Basic 1, 2 and 4 (unless stated otherwise) and with operating systems OS1.2 or above. If a program is accompanied by an article, please read the article first. If special care is needed when entering, we provide an easy-to-complete 'How To Enter' box.

Once you've typed in your program, save it to tape or disc then test it by running it. If you have a major problem with a listing, ask someone to check it. If you still have difficulties, you can also send off for a list of *Checksums* which help you find the errors. Send a large sae (26p stamp) to *AU*Checksums, PO Box 641, London NW9 8TF.

DISCS AND TAPES

All the listings on these pages can be found on this month's listings disc or cassette. See page 121 for details of how to order.

BACK ISSUES

For help with entering and debugging listings see the following back issues: April '86, June '85, Aug '84, Sept '83.

Program	Page	BBC B	B+/128	Master 128	Master Compact	Electron	6502SP/ Turbo	ADFS	Econet	Shadow RAM	Monthly T/D
Hints & Tips	106										
Listings 3-5		■	■	■	■	■	■	■	■	■	■
First Byte	107										
Listings 2-3		■	■	■	■	■	■	■	■	■	■
Acorn Forum	107										
Listings 1-2 (1)		■	■	■	■	■	■	■	■	■	■
Joe's Jottings	109										
Listing 1		■	■	■	■	■					
Listings 2(2)-3		■	■	■	■		■	■	■	■	■
Filling out Fil.s	114										
Listing 1		■(3)	■	■	■(4)			■	■	■	■
Get the Picture	118										
Listing 1		■				■	■	■	■	■	■
Listings 2-5		■	■	■	■	■	■	■	■	■	■

Notes 1: Listing 2 requires Basic 2. 2: Requires shadow RAM. 3: Requires sideways RAM. 4: DFS ROM image from Welcome disc required

YELLOW PAGES
H I N T S & T I P S

Listing 3. Handling money

```
   10 REM Hints & Tips - Listing 3
   20 REM by Martin Phillips
   30 REM for B/B+/M/C/E
   40 REM (c) Acorn User Sept 1987
   50 :
   60 @%=&20200
   70 amount%=0
   80 PRINT "Press 0 to end"
   90 REPEAT
  100 INPUT "Amount in pounds and pence
`" amount
  110 amount%=amount%+amount*100
  120 UNTIL amount=0
  130 INPUT "Enter total `" total
  140 total%=total*100
  150 IF amount%=total% PRINT "Figures a
gree"
  160 PRINT "`"; amount%/100; SPC(5) "`"
; total%/100
```

Listing 4. Checking totals

```
   10 REM Hints & Tips - Listing 4
   20 REM by Martin Phillips
   30 REM for B/B+/M/C/E
   40 REM (c) Acorn User Sept 1987
   50 :
   60 @%=0
   70 tot=0
   80 PRINT "Press 0 to end"
   90 REPEAT
  100 INPUT "Amount in pounds and pence
`" amount
  110 tot=tot+amount
  120 UNTIL amount=0
  130 INPUT "Enter total `" total
  140 IF ABS(tot-total)<0.01 THEN PRINT
"Figures agree"
  150 PRINT "`"; tot; SPC(5) "`"; total
```

Listing 5. ROM image into sideways RAM

```
   10 REM Hints & Tips - Listing 5
   20 REM by Stephen Baxter
   30 REM for B/B+/M/C/E
   40 REM (c) Acorn User Sept 1987
   50 :
   60 FOR pass=0 TO 3 STEP 3
   70 P%=&900
   80 [
   90 OPT pass
  100 .loadram
  110 LDY #0
  120 .copy
  130 LDA &705,Y
  140 CMP #13
  150 BEQ out
  160 STA here,Y
  170 INY
  180 JMP copy
  190 :
  200 .out
  210 LDX #loadit MOD 256
  220 LDY #loadit DIV 256
  230 JSR &FFF7
  240 LDX #0
  250 :
  260 .check
  270 CPX #17
  280 BEQ rammessage
  290 INX
```

Continued ▶

```
  300 STX &FE30
  310 LDA #0
  320 STA &8000
  330 LDA &8000
  340 CMP #0
  350 BNE check
  360 LDA #255
  370 STA &8000
  380 LDA &8000
  390 CMP #255
  400 BNE check
  410 STX &FE30
  420 LDA #&3B
  430 STA &83
  440 LDA #&80
  450 STA &85
  460 LDY #0
  470 STY &82
  480 STY &84
  490 LDA #&40
  500 STA &81
  510 :
  520 .loop
  530 LDA (&82),Y
  540 STA (&84),Y
  550 INY
  560 BNE loop
  570 INC &83
  580 INC &85
  590 DEC &81
  600 BNE loop
  610 LDA &F4
  620 STA &FE30
  630 LDA #7
  640 JSR &FFEE
  650 JSR &FFE0
  660 LDA #151
  670 LDX #78
  680 LDY #127
  690 JSR &FFF4
  700 JMP (&FFFC)
  710 :
  720 .rammessage
  730 BRK
  740 OPT FNequs("No sideways RAM"+CHR$1
3)
  750 BRK
  760 :
  770 .loadit
  780 OPT FNequs("*LOAD ")
  790 .here
  800 OPT FNequs(STRING$(8," ")+"3B00"+C
HR$13)
  810 ]
  820 NEXT
  830 :
  840 S%=0
  850 FOR I%=&900 TO &9AE
  860 S%=S%+?I%
  870 NEXT
  880 IF S%<>&4DE4 THEN PRINT "Checksum
error - please check listing":END
  890 :
  900 PRINT "Press SPACE to save"
  910 A$=GET$
  920 IF A$=" " THEN *SAVE "RAM" 900 +10
0
  930 END
  940 :
  950 DEF FNequs (string$)
  960 $P%=string$
  970 P%=P%+LENstring$
  980 =pass
```

YELLOW PAGES
FIRST BYTE/ACORN FORUM

See First Byte, page 41

Listing 2. Use of the USR command

```
  10 REM USR Demo
  20 REM by Tessie Revivis
  30 REM for B/B+/E/M/C
  40 REM (c) Acorn User Sept 1987
  50 :
  60 DIM code% 255
  70 oswrch=&FFEE
  80 PROCassemble
  90 CLS
 100 INPUT "Accumulator ",A%
 110 INPUT "X Register   ",X%
 120 INPUT "Y Register   ",Y%
 130 INPUT "Carry Flag (1/0)",C%
 140 result%=USR(code%)
 150 PRINT "Result: ";~result%
 160 END
 170 :
 180 DEF PROCassemble
 190 FOR pass=0 TO 3 STEP 3
 200 P%=code%
 210 [
 220 OPT pass
 230 INX
 240 INX
 250 INX
 260 INY
 270 INY
 280 CLC
 290 ASL A
 300 RTS
 310 ]
 320 NEXT
 330 ENDPROC
```

Listing 3. Call parameter block

```
  10 REM CALL Demo
  20 REM by Tessie Revivis
  30 REM For B/B+/E/M/C
  40 REM (c) Acorn User Sept 1987
  50 :
  60 DIM code 255
  70 oswrch=&FFEE
  80 :
  90 PROCassemble
 100 PRINT ''
 110 B%=&12345678
 120 B$="Acorn User"
 130 CALL code, B%, B$
 140 PRINT SPC(8) "Memory dump"'
 150 FOR addr=&600 TO &606
 160 PRINT ~addr,~?addr
 170 NEXT
 180 END
 190 :
 200 DEF PROCassemble
 210 FOR pass=0 TO 3 STEP 3
 220 P%=code
 230 [
 240 OPT pass
 250 LDA #7
 260 JSR oswrch
 270 RTS
 280 ]
 290 NEXT
 300 ENDPROC
```

See Acorn Forum, page 45

Listing 1. Three new fonts

```
  10 REM New Screen Fon
ts
  20 REM by Daniel Nead
es
  30 REM for B/B+/E/M/C
  40 REM (c) Acorn User
Sept 87
  50 :
  60 DIM Q% 300
  70 S%=Q%
  80 PRINT "Which type
of font do you want?"
  90 PRINT "1) Bold 2)
Thin 3) Italics"
 100 INPUT "Type 1,2 or
3 : " T%
 110 IF T%=1 THEN PROCb
old
 120 IF T%=2 THEN PROCt
hin
 130 IF T%=3 THEN PROCi
talics
 140 FOR F=32 TO 126
 150 PROCfont(F)
 160 NEXT F
 170 END
 180 :
 190 DEF PROCfont(N)
 200 ?S%=N
 210 A%=10:X%=S%:Y%=S%
DIV 256
```

Continued ▶

◀ Acorn Forum listing 1 continued

```
 220 CALL &FFF1
 230 CALL code
 240 VDU 23,N,S%?1,S%?2
,S%?3,S%?4,S%?5,S%?6,S%?
7,S%?8
 250 ENDPROC
 260 :
 270 DEF PROCbold
 280 P%=S%+20:code=P%:a
ddress=S%
 290 FOR loop=1 TO 8 :
[
 300 LDA address+loop
 310 LSR address+loop
 320 ORA address+loop
 330 STA address+loop :
]
 340 NEXT loop
 350 [ RTS : ]
 360 ENDPROC
 370 :
 380 DEF PROCthin
 390 P%=S%+20:code=P%:a
ddress=S%
 400 FOR loop=1 TO 8 :
[
 410 LDA address+loop
 420 LSR address+loop
 430 AND address+loop
 440 STA address+loop :
]
 450 NEXT loop
```

Continued ▶

◀ Acorn Forum listing 1 continued

```
 460 [ RTS : ]
 470 ENDPROC
 480 :
 490 DEF PROCitalics
 500 P%=S%+20:code=P%:a
ddress=S%
 510 [LSR address+1
 520 LSR address+1
 530 LSR address+2
 540 LSR address+3
 550 ASL address+6
 560 ASL address+7
 570 ASL address+8
 580 RTS : ]
 590 ENDPROC
```

Listing 2. Machine code program find

```
  10 REM ADFS File Find
er
  20 REM by David Spenc
er
  30 REM for B/B+/E/M/C
with ADFS
  40 REM (c) Acorn User
Sept 1987
  50 :
  60 namptr = &A8
  70 temp = &AA
```

Continued ▶

◀ **Acorn Forum listing 2 continued**

```
  80 depth = &AC
  90 ad = &AD
 100 fnd = &AF
 110 :
 120 osargs = &FFDA
 130 osasci = &FFE3
 140 osnewl = &FFE7
 150 osword = &FFF1
 160 osbyte = &FFF4
 170 :
 180 PROCassemble
 190 PROCchecksum
 200 A$="SAVE FIND "+ST
R$~code+" "+STR$~0%+" FF
FF0E00 FFFF0E00"
 210 PRINT A$ '"Press s
pace to save"
 220 IF GET$=" " OSCLI
A$
 230 END
 240 :
 250 DEF PROCassemble
 260 DIM code &900
 270 FOR pass=0 TO 3 ST
EP 3
 280 P%=&E00:0%=code
 290 [OPT pass+4
 300 LDX #namptr
 310 LDY #0
 320 LDA #1
 330 JSR osargs
 340 LDY #0
 350 .nget
 360 LDA (namptr),Y
 370 INY
 380 CMP #ASC" "
 390 BEQ nget
 400 BCC non
 410 DEY
 420 LDX #0
 430 .nget2
 440 LDA (namptr),Y
 450 STA lbuff,X
 460 CMP #&21
 470 BCC nget3
 480 INX
 490 INY
 500 BNE nget2
 510 .nget3
 520 LDA #13
 530 STA lbuff,X
 540 BNE sst3
 550 .non
 560 LDX #0
 570 .mess
 580 LDA nmess,X
 590 BEQ mess2
 600 JSR osasci
 610 INX
 620 BNE mess
 630 .mess2
 640 LDX #rblk MOD &100
 650 LDY #rblk DIV &100
 660 LDA #0
 670 JSR osword
 680 BCC notesc
 690 .esc
 700 LDA #&7E
 710 JSR osbyte
 720 BRK
 730 EQUB &11
 740 EQUS "Escape"
 750 EQUB 0
 760 :
```

```
 770 .notesc
 780 LDX #0
 790 LDY #0
 800 .sst
 810 LDA lbuff,X
 820 INX
 830 CMP #ASC" "
 840 BEQ sst
 850 DEX
 860 .sst2
 870 LDA lbuff,X
 880 STA lbuff,Y
 890 CMP #ASC" "
 900 BEQ sst25
 910 INY
 920 INX
 930 CPY #10
 940 BEQ sst3
 950 BNE sst2
 960 .sst25
 970 LDA #13
 980 STA lbuff,Y
 990 .sst3
1000 LDA #0
1010 STA fnd
1020 STA depth
1030 LDA #(root-22) MOD
&100
1040 STA namptr
1050 LDA #(root-22) DIV
&100
1060 STA namptr+1
1070 JSR find
1080 LDA fnd
1090 BMI ffnd
1100 BRK
1110 EQUB 124
1120 EQUS "Not found"
1130 EQUB 0
1140 :
1150 .ffnd
1160 JMP osnewl
1170 :
1180 .find
1190 INC depth
1200 LDY #22
1210 LDX #8
1220 .find2
1230 LDA (namptr),Y
1240 STA ad-22,Y
1250 STA wblk,X
1260 INY
1270 DEX
1280 CPX #5
1290 BNE find2
1300 JSR read
1310 LDA #(dbuff+5) MOD
&100
1320 STA namptr
1330 LDA #(dbuff+5) DIV
&100
1340 STA namptr+1
1350 LDA depth
1360 SEC
1370 SBC #1
1380 STA temp
1390 ASL A
1400 ASL A
1410 CLC
1420 ADC temp
1430 ASL A
1440 TAX
1450 LDA #(dbuff+&4CC)
DIV &100
1460 STA temp+1
```

```
1470 LDA #(dbuff+&4CC)
MOD &100
1480 STA temp
1490 LDY #0
1500 .find25
1510 LDA (temp),Y
1520 AND #&7F
1530 STA nbuff,X
1540 INX
1550 INY
1560 CPY #10
1570 BNE find25
1580 .find29
1590 LDY #0
1600 LDA (namptr),Y
1610 BNE find30
1620 JMP find7
1630 .find30
1640 LDY #3
1650 LDA (namptr),Y
1660 BMI find4
1670 LDY #0
1680 .find3
1690 LDA (namptr),Y
1700 AND #&7F
1710 EOR lbuff,Y
1720 AND #&DF
1730 BNE find4
1740 LDA lbuff,Y
1750 CMP #13
1760 BEQ find35
1770 INY
1780 CPY #10
1790 BNE find3
1800 .find35
1810 LDX #0
1820 .prt
1830 LDY #0
1840 .prt1
1850 TYA
1860 PHA
1870 .prt2
1880 LDA nbuff,Y
1890 AND #&7F
1900 CMP #13
1910 BEQ prt3
1920 JSR osasci
1930 INY
1940 CPY #10
1950 BNE prt2
1960 .prt3
1970 LDA #ASC"."
1980 JSR osasci
1990 PLA
2000 CLC
2010 ADC #10
2020 TAY
2030 INX
2040 CPX depth
2050 BNE prt1
2060 LDY #0
2070 .prt4
2080 LDA (namptr),Y
2090 AND #&7F
2100 CMP #13
2110 BEQ prt5
2120 JSR osasci
2130 INY
2140 CPY #10
2150 BNE prt4
2160 .prt5
2170 JSR osnewl
2180 LDA fnd
2190 BMI find4
```

Continued ▶

◀ **Acorn Forum listing 2 continued**

```
2200 DEC fnd
2210 .find4
2220 LDY #3
2230 LDA (namptr),Y
2240 BPL find5
2250 LDA ad
2260 PHA
2270 LDA ad+1
2280 PHA
2290 LDA ad+2
2300 PHA
2310 LDA namptr
2320 PHA
2330 LDA namptr+1
2340 PHA
2350 JSR find
2360 PLA
2370 STA namptr+1
2380 PLA
2390 STA namptr
2400 PLA
2410 STA ad+2
2420 STA wblk+6
2430 PLA
2440 STA ad+1
2450 STA wblk+7
2460 PLA
2470 STA ad
2480 STA wblk+8
2490 JSR read
2500 .find5
2510 LDA namptr
2520 CLC
2530 ADC #26
2540 STA namptr
2550 BCC find6
2560 INC namptr+1
2570 .find6
2580 LDY #0
2590 LDA (namptr),Y
2600 BEQ find7
2610 JMP find29
2620 .find7
2630 DEC depth
2640 RTS
2650 :
2660 .read
2670 LDX #wblk MOD &100
2680 LDY #wblk DIV &100
2690 LDA #&72
2700 JSR osword
2710 LDA wblk
2720 BEQ readok
2730 LDX #eblk MOD &100
2740 LDY #eblk DIV &100
2750 LDA #&73
2760 JSR osword
2770 LDA eblk+3
2780 AND #&7F
2790 LDX #&E
2800 JSR conv
2810 LDY #2
2820 LDX #&15
```

```
2830 .secv
2840 LDA eblk,Y
2850 JSR conv
2860 INX
2870 DEY
2880 BPL secv
2890 JMP err
2900 :
2910 .readok
2920 BIT &FF
2930 BPL nesc
2940 JMP esc
2950 .nesc
2960 LDX #3
2970 .chkhugo
2980 LDA id,X
2990 CMP dbuff+1,X
3000 BNE badd
3010 CMP dbuff+1275,X
3020 BNE badd
3030 DEX
3040 BPL chkhugo
3050 LDA dbuff
3060 CMP dbuff+1274
3070 BNE badd
3080 RTS
3090 .badd
3100 BRK
3110 EQUB 125
3120 EQUS "Bad tree"
3130 EQUB 0
3140 :
3150 .conv
3160 PHA
3170 LSR A
3180 LSR A
3190 LSR A
3200 LSR A
3210 JSR conv2
3220 PLA
3230 AND #&F
3240 INX
3250 .conv2
3260 ORA #&30
3270 CMP #&3A
3280 BCC conv3
3290 ADC #6
3300 .conv3
3310 STA err,X
3320 RTS
3330 :
3340 .wblk
3350 EQUB 0
3360 EQUD dbuff
3370 EQUB 8
3380 EQUB 0
3390 EQUW 0
3400 EQUB 5
3410 :
3420 .root
3430 EQUB 2
3440 EQUW 0
3450 :
3460 .nmess
```

```
3470 EQUB 13
3480 EQUS "File to find
? "
3490 EQUB 0
3500 :
3510 .rblk
3520 EQUW lbuff
3530 EQUB 10
3540 EQUB &20
3550 EQUB &7E
3560 :
3570 .lbuff
3580 EQUS STRING$(10,".
")
3590 :
3600 .dbuff
3610 EQUS STRING$(255,"
.")
3620 EQUS STRING$(255,"
.")
3630 EQUS STRING$(255,"
.")
3640 EQUS STRING$(255,"
.")
3650 EQUS STRING$(255,"
.")
3660 EQUS STRING$(5,"."
)
3670 :
3680 .nbuff
3690 EQUS STRING$(255,"
.")
3700 :
3710 .eblk
3720 EQUB 0
3730 EQUD 0
3740 :
3750 .id
3760 EQUS "Hugo"
3770 :
3780 .err
3790 BRK
3800 EQUB 126
3810 EQUS "ADFS error &
00"
3820 EQUS " "
3830 EQUS "at &000000"
3840 EQUB 0
3850 :
3860 ]NEXT
3870 ENDPROC
3880 :
3890 DEF PROCchecksum
3900 T%=0
3910 FOR I%=code TO cod
e+2135
3920 T%=T%+?I%
3930 NEXT
3940 IF T%=134738 THEN
ENDPROC
3950 PRINT CHR$7+"Check
sum error - please check
listing"
3960 END
```

◀ See Going Greek, page 73

Listing 1. Greek alphabet file

```
10 REM Greek alphabet file
20 REM by Joe Telford
30 REM for B/B+/M/C
40 REM (c) Acorn User September 1987
50 :
```

Continued ▶

◀ **Joe's Jottings listing 1 continued**

```
60 VDU 23,192,0,0,63,96,96,62,3,62
70 VDU 23,193,28,54,99,99,127,99,99,0
80 VDU 23,194,126,51,51,62,51,51,126,
0
90 VDU 23,195,62,99,99,127,99,99,62,0
```

Continued ▶

YELLOW PAGES
JOE'S JOTTINGS

```
    100 VDU 23,196,28,28,54,54,99,99,127,0
    110 VDU 23,197,127,51,48,62,48,51,127,
0
    120 VDU 23,198,62,8,62,107,62,8,62,0
    130 VDU 23,199,127,99,96,96,96,96,96,0
    140 VDU 23,200,99,99,54,28,54,99,99,0
    150 VDU 23,201,60,24,24,24,24,24,60,0
    160 VDU 23,202,119,51,51,63,51,51,119,
0
    170 VDU 23,203,99,102,108,120,108,102,
99,0
    180 VDU 23,204,28,28,54,54,99,99,99,0
    190 VDU 23,205,99,119,127,107,99,99,99
,0
    200 VDU 23,206,99,115,123,111,103,99,9
9,0
    210 VDU 23,207,62,99,99,99,99,99,62,0
    220 VDU 23,208,127,54,54,54,54,54,54,0
    230 VDU 23,209,62,8,107,107,62,8,62,0
    240 VDU 23,210,126,51,51,62,48,48,120,
0
    250 VDU 23,211,127,99,48,24,48,99,127,
0
    260 VDU 23,212,126,90,24,24,24,24,24,0
    270 VDU 23,213,102,102,102,60,24,24,60
,0
    280 VDU 23,214,102,102,102,60,24,24,60
,0
    290 VDU 23,215,62,99,99,99,54,54,99,0
    300 VDU 23,216,126,0,0,60,0,0,126,0
    310 VDU 23,217,127,99,96,96,96,96,96,0
    320 VDU 23,218,126,102,12,24,48,102,12
6,0
    330 VDU 23,219,124,96,96,96,96,96,124,
0
    340 VDU 23,220,0,96,48,24,12,6,0,0
    350 VDU 23,221,62,6,6,6,6,6,62,0
    360 VDU 23,222,24,60,102,66,0,0,0,0
    370 VDU 23,223,0,0,0,0,0,0,0,255
    380 VDU 23,224,28,54,48,124,48,48,126,
0
    390 VDU 23,225,0,0,59,110,102,110,59,0
    400 VDU 23,226,30,51,51,62,51,51,62,96
    410 VDU 23,227,60,102,102,126,102,102,
60,0
    420 VDU 23,228,60,96,48,60,102,102,60,
0
    430 VDU 23,229,0,0,30,48,28,48,30,0
    440 VDU 23,230,0,0,62,107,107,62,24,24
    450 VDU 23,231,0,0,102,54,28,24,48,48
    460 VDU 23,232,0,0,102,54,28,28,54,51
    470 VDU 23,233,0,0,24,24,24,24,12,0
    480 VDU 23,234,0,0,124,102,102,102,6,6
    490 VDU 23,235,0,0,102,108,120,108,102
,0
    500 VDU 23,236,96,48,24,28,54,99,99,0
    510 VDU 23,237,0,0,51,51,51,51,62,96
    520 VDU 23,238,0,0,99,51,27,30,28,0
    530 VDU 23,239,0,0,62,99,99,99,62,0
    540 VDU 23,240,0,0,127,54,54,54,54,0
    550 VDU 23,241,0,0,99,107,107,62,24,24
    560 VDU 23,242,0,0,60,102,102,124,96,9
6
    570 VDU 23,243,0,0,63,102,102,102,60,0
    580 VDU 23,244,0,0,126,24,24,24,12,0
    590 VDU 23,245,0,0,115,51,51,51,30,0
    600 VDU 23,246,0,0,115,51,51,51,30,0
    610 VDU 23,247,0,0,54,99,107,127,54,0
    620 VDU 23,248,60,96,96,60,96,96,62,6
    630 VDU 23,249,0,0,102,54,28,24,48,48
    640 VDU 23,250,62,12,24,48,96,96,62,6
    650 VDU 23,251,12,24,24,112,24,24,12,0
    660 VDU 23,252,24,24,24,0,24,24,24,0
    670 VDU 23,253,48,24,24,14,24,24,48,0
    680 VDU 23,254,49,107,70,0,0,0,0,0
```

Listing 2. Greek numbers

```
    10 REM Greek numbers
    20 REM by Dzo Telfort
    30 REM for B+/M/C
    40 REM (c) Acorn User Sept 1987
    50 :
    60 MODE 129
    70 VDU 19,0,4;0;
    80 PROCsetup
    90 PROCtitle
   100 REPEAT
   110 score=0
   120 qu=10
   130 top=FNchooserange
   140 FOR quest%=1 TO qu
   150 PROCtitle
   160 no=FNchooseno(top)
   170 PROCsetq(quest%,top$,no,score)
   180 ans=FNgetans
   190 PROCgetscore(no,ans)
   200 NEXT
   210 UNTIL FALSE
   220 :
   230 DEF PROCgetscore(n,a)
   240 IF n=a THEN PROCcorrect ELSE PROCw
rong
   250 ENDPROC
   260 :
   270 DEF PROCcorrect
   280 PROCdouble(FNgreek("  Swsto@......
..poli kala  "),-1,26,1,2)
   290 score=score+1
   300 PROCscore(score)
   310 VDU 7
   320 dummy=INKEY(500)
   330 ENDPROC
   340 :
   350 DEF PROCwrong
   360 PROCdouble(FNgreek(" Lupamai......
.einai laco@ "),-1,26,2,1)
   370 SOUND 0,-15,3,10
   380 dummy=INKEY(500)
   390 ENDPROC
   400 :
   410 DEF FNgetans
   420 COLOUR 2
   430 PRINT TAB(12,20) FNgreek("Ti aricm
o; ");
   440 COLOUR 3
   450 INPUT "" ans
   460 =ans
   470 :
   480 DEF PROCscore(s)
   490 PROCdouble(FNgreek("Swsto@  "+STR$
(s)),29,4,2,1)
   500 ENDPROC
   510 :
   520 DEF PROCsetq(n,t$,no,s)
   530 PROCdouble(FNgreek(t$),0,1,2,1)
   540 PROCdouble(FNgreek("Erwtjsj "+STR$
(n)),29,1,2,1)
   550 PROCdouble(FNgreek("Swsto@  "+STR$
(s)),29,4,2,1)
   560 PROCdouble(FNgreek("Poio@ einai o
aricmo@;"),-1,8,2,0)
   570 PROCconvert(no)
   580 ENDPROC
   590 :
   600 DEF PROCconvert(n)
   610 LOCAL n$,a$,fl
   620 fl=0:n$=""
   630 IF n>12000 THEN n$=n$+FNthous(n DI
V 1000):n=n MOD 1000:fl=1
```

◄ **Joe's Jottings listing 2 continued**

```
     640 IF fl=1 AND n=0 THEN ENDPROC
     650 IF n>999 PROCdouble(FNgreek(thou$(
n DIV 1000)),-1,12,3,0):n=n MOD 1000:fl=
1
     660 IF fl=1 AND n=0 THEN ENDPROC
     670 IF n>99 n$=n$+hundred$(n DIV 100)+
" ":n=n MOD 100
     680 IF n>12 n$=n$+ten$(n DIV 10)+" ":n
=n MOD 10
     690 IF n=0 AND n$<>"" THEN PROCdouble(
FNgreek(n$),-1,15,3,0):ENDPROC
     700 PROCdouble(FNgreek(n$+unit$(n)),-1
,15,3,0)
     710 ENDPROC
     720 DEF FNthous(n)
     730 LOCAL n$
     740 n$=""
     750 IF n>99 n$=n$+hundred$(n DIV100)+"
 ":n=nMOD100
     760 IF n>12 n$=n$+ten$(n DIV 10)+" ":n
=n MOD 10
     770 IF n>0 n$=n$+unit$(n)+" "
     780 PROCdouble(FNgreek(n$+"hiliade@"),
-1,12,3,0)
     790 =""
     800 :
     810 DEF FNgreek(m$)
     820 LOCAL loop%,g$,a$:g$=""
     830 FOR loop%= 1 TO LEN m$
     840 a$=MID$(m$,loop%,1)
     850 IF a$>="@" THEN g$=g$+CHR$(ASC(a$)
+128) ELSE g$=g$+a$
     860 NEXT
     870 =g$
     880 :
     890 DEF PROCtitle
     900 COLOUR 129
     910 VDU 26,12
     920 PRINT TAB(0,10);
     930 COLOUR 128:
     940 FOR loop%=1 TO 3:PRINTSTRING$(240,
" ");:NEXT
     950 PROCdouble("The Greek Numbers",-1,
1,2,1)
     960 VDU 28,0,31,39,3
     970 ENDPROC
     980 :
     990 DEF FNchooseno(top)
    1000 dummy=RND(-TIME)
    1010 IF top=1 THEN top$="Apo 0 yia tj 1
2":=(RND(13)-1)
    1020 IF top=2 THEN top$="Apo 10 yia tj
90":=(RND(9)*10)
    1030 IF top=3 THEN top$="Apo 100 yia tj
900":=(RND(9)*100)
    1040 IF top=4 THEN top$="Apo 1000 yia t
j 12000":=(RND(12)*1000)
    1050 IF top=5 THEN top$="Yia tj 100":=(
RND(101)-1)
    1060 IF top=6 THEN top$="Yia tj 1000":=
(RND(1001)-1)
    1070 IF top=7 THEN top$="Yia tj 10000":
=(RND(10001)-1)
    1080 IF top 8 THEN top$="Yia tj 100000"
:=(RND(100001)-1)
    1090 END
    1100 :
    1110 DEF PROCsetup
    1120 RESTORE
    1130 DIM unit$(12)
    1140 FOR loop%=0 TO 12:READ unit$(loop%
):NEXT:units=12
```

◄ **Joe's Jottings listing 2 continued**

```
    1150 DIM ten$(9)
    1160 FOR loop%=1 TO 9:READ ten$(loop%):
NEXT:tens=9
    1170 DIM hundred$(9)
    1180 FOR loop%=1 TO 9:READ hundred$(loo
p%):NEXT:hundreds=9
    1190 DIM thou$(12)
    1200 FOR loop%=1 TO 12:READ thou$(loop%
):NEXT:thous=12
    1210 DIM m$(10)
    1220 VDU 23,192,0,0,63,96,96,62,3,62
    1230 VDU 23,193,28,54,99,99,127,99,99,0
    1240 VDU 23,194,126,51,51,62,51,51,126,
0
    1250 VDU 23,195,62,99,99,127,99,99,62,0
    1260 VDU 23,196,28,28,54,54,99,99,127,0
    1270 VDU 23,197,127,51,48,62,48,51,127,
0
    1280 VDU 23,198,62,8,62,107,62,8,62,0
    1290 VDU 23,199,127,99,96,96,96,96,96,0
    1300 VDU 23,200,99,99,54,28,54,99,99,0
    1310 VDU 23,201,60,24,24,24,24,24,60,0
    1320 VDU 23,202,119,51,51,63,51,51,119,
0
    1330 VDU 23,203,99,102,108,120,108,102,
99,0
    1340 VDU 23,204,28,28,54,54,99,99,99,0
    1350 VDU 23,205,99,119,127,107,99,99,99
,0
    1360 VDU 23,206,99,115,123,111,103,99,9
9,0
    1370 VDU 23,207,62,99,99,99,99,99,62,0
    1380 VDU 23,208,127,54,54,54,54,54,54,0
    1390 VDU 23,209,62,8,107,107,62,8,62,0
    1400 VDU 23,210,126,51,51,62,48,48,120,
0
    1410 VDU 23,211,127,99,48,24,48,99,127,
0
    1420 VDU 23,212,126,90,24,24,24,24,24,0
    1430 VDU 23,213,102,102,102,60,24,24,60
,0
    1440 VDU 23,214,102,102,102,60,24,24,60
,0
    1450 VDU 23,215,62,99,99,99,54,54,99,0
    1460 VDU 23,216,126,0,0,60,0,0,126,0
    1470 VDU 23,217,127,99,96,96,96,96,96,0
    1480 VDU 23,218,126,102,12,24,48,102,12
6,0
    1490 VDU 23,219,124,96,96,96,96,96,124,
0
    1500 VDU 23,220,0,96,48,24,12,6,0,0
    1510 VDU 23,221,62,6,6,6,6,6,62,0
    1520 VDU 23,222,24,60,102,66,0,0,0,0
    1530 VDU 23,223,0,0,0,0,0,0,0,255
    1540 VDU 23,224,28,54,48,124,48,48,126,
0
    1550 VDU 23,225,0,0,59,110,102,110,59,0
    1560 VDU 23,226,30,51,51,62,51,51,62,96
    1570 VDU 23,227,60,102,102,126,102,102,
60,0
    1580 VDU 23,228,60,96,48,60,102,102,60,
0
    1590 VDU 23,229,0,0,30,48,28,48,30,0
    1600 VDU 23,230,0,0,62,107,107,62,24,24
    1610 VDU 23,231,0,0,102,54,28,24,48,48
    1620 VDU 23,232,0,0,102,54,28,24,54,51
    1630 VDU 23,233,0,0,24,24,24,24,12,0
    1640 VDU 23,234,0,0,124,102,102,102,6,6
    1650 VDU 23,235,0,0,102,108,120,108,102
,0
    1660 VDU 23,236,96,48,24,28,54,99,99,0
```

Continued ►   **Continued ►**

◀ Joe's Jottings listing 2 continued

```
1670 VDU 23,237,0,0,51,51,51,51,62,96
1680 VDU 23,238,0,0,99,51,27,30,28,0
1690 VDU 23,239,0,0,62,99,99,99,62,0
1700 VDU 23,240,0,0,127,54,54,54,54,0
1710 VDU 23,241,0,0,99,107,107,62,24,24
1720 VDU 23,242,0,0,60,102,102,124,96,9
6
1730 VDU 23,243,0,0,63,102,102,102,60,0
1740 VDU 23,244,0,0,126,24,24,24,12,0
1750 VDU 23,245,0,0,115,51,51,51,30,0
1760 VDU 23,246,0,0,115,51,51,51,30,0
1770 VDU 23,247,0,0,54,99,107,127,54,0
1780 VDU 23,248,60,96,96,60,96,96,62,6
1790 VDU 23,249,0,0,102,54,28,24,48,48
1800 VDU 23,250,62,12,24,48,96,96,62,6
1810 VDU 23,251,12,24,24,112,24,24,12,0
1820 VDU 23,252,24,24,24,0,24,24,24,0
1830 VDU 23,253,48,24,24,14,24,24,48,0
1840 VDU 23,254,49,107,70,0,0,0,0,0
1850 :
1860 DATA mjden,ena,duo,tria,tessera,pe
nte,exj,epta,oktw,ennia,deka,enteka,dwde
ka
1870 DATA deka,eikosi,trianta,saranta,p
enjnta,exjnta,ebdomjnta,ogdonta,enenjnta
1880 DATA ekato,diakosia,triakosia,tetr
akosia,pentakosia,exakosia,eptakosia,okt
akosia,enniakosia
1890 DATA hilia,duo hiliade@,tri@ hilia
de@,tesseri@ hiliade@,pente hiliade@,exi
hiliade@,epta hiliade@,okto hiliade@,en
nia hiliades,deka hiliade@,enteka hiliad
e@,dwdeka hiliade@
1900 ENDPROC
1910 :
1920 DEF FNchooserange
1930 REPEAT
1940 choice=FNwmenu(" Choose Numbers ",
9," Units 0 - 12 "," Tens 10 - 90 "," Hu
ndreds 100 - 900 "," Thousands 1000-1200
0 "," Upto 100 "," Upto 1000 "," Upto 10
000 "," Upto 100000 "," END ","",9,11)
1950 IF choice=9 PRINT '"Ended!":VDU 23
,1,3;0;0;0;:END
1960 UNTIL choice<9
1970 VDU 23,1,3;0;0;0;
1980 =choice
1990 :
2000 DEF FNwmenu(m$(0),max,m$(1),m$(2),
m$(3),m$(4),m$(5),m$(6),m$(7),m$(8),m$(9
),m$(10),x,y)
2010 LOCAL loop%,menuptr,len:len=0
2020 FOR loop%=0 TO 10:IF LEN(m$(loop%)
)>len THEN len=LEN(m$(loop%))
2030 NEXT
2040 VDU 23,1,0;0;0;0;
2050 *FX4,1
2060 PROCopenwindow(x,y,len,max+1)
2070 menuptr=1
2080 REPEAT
2090 PRINT TAB(0,0);
2100 FOR loop%=0 TO max
2110 IF loop%=menuptr OR loop%=0 COLOUR
0:COLOUR 130 ELSE COLOUR 2:COLOUR 128
2120 PRINT m$(loop%);STRING$(len-LEN(m$
(loop%))," ");:NEXT
2130 COLOUR 2:COLOUR 128
2140 key=GET
2150 IF key=139 menuptr=menuptr-1:IF me
nuptr=0:menuptr=max
2160 IF key=138 menuptr=menuptr+1:IF me
nuptr=max+1 menuptr=1
2170 UNTIL key=13
```

Coninued ▶

◀ Joe's Jottings listing 2 continued

```
2180 *FX 4,0
2190 PROCclosewindow(x,y,len,max+1)
2200 =menuptr
2210 :
2220 DEF PROCclosewindow(x,y,len,ht)
2230 VDU 26
2240 GCOL 0,0
2250 PROCopenwindow(x,y,len,ht)
2260 CLS
2270 VDU 26
2280 GCOL 0,1
2290 ENDPROC
2300 :
2310 DEF PROCopenwindow(x,y,len,ht)
2320 VDU 28,x,y+ht,x+len-1,y
2330 PROCrect(x*32-8,1016-(y+ht)*32,len
*32+12,ht*32+12,0)
2340 PROCrect(x*32,1008-(y+ht)*32,len*3
2+16,8,1)
2350 PROCrect((x+len)*32+8,1008-(y+ht)*
32,8,ht*32+8,1)
2360 ENDPROC
2370 :
2380 DEF PROCrect(x,y,l,w,f)
2390 MOVE x,y:DRAW x+l,y
2400 IF f=0 DRAW x+l,y+w ELSE PLOT 85,x
,y+w
2410 IF f=0 DRAW x,y+w ELSE PLOT 85,x+1
,y+w
2420 MOVE x,y+w
2430 IF f=0 DRAW x,y ELSE MOVE x,y
2440 ENDPROC
2450 :
2460 DEF PROCdouble(z$,x,y,f,b)
2470 COLOUR f:COLOUR b+128
2480 LOCAL c%
2490 c%=&70
2500 IF x<0 THEN PRINT TAB(20-LENz$ DIV
2,y);:ELSE PRINT TAB(x,y);
2510 FOR loop%=1 TO LENz$
2520 ?c%=ASC(MID$(z$,loop%,1))
2530 X%=c%MOD256
2540 Y%=c%DIV256
2550 A%=10
2560 CALL &FFF1
2570 VDU 23,128,c%?1,c%?1,c%?2,c%?2,c%?
3,c%?3,c%?4,c%?4,128,10,8,23,128,c%?5,c%
?5,c%?6,c%?6,c%?7,c%?7,c%?8,c%?8,128,11
2580 NEXT
2590 ENDPROC
```

Listing 3. Greek menu

```
10 REM Greek Menu
20 REM by Dzo Telfort
30 REM for B/B+/M/C/E
40 REM (c) Acorn User Sept 1987
50 :
60 MODE 0
70 PROCsetup:page=0
80 CLS
90 INPUT "Name of Restaurant; "N$
100 c=0
110 REPEAT:c=c+1
120 INPUT "Name of this course;     "c$
(c,0)
130 INPUT "English Equivalent;      "c$
(c,1)
140 INPUT "How many items;          "it
(c)
150 FOR loop%=1 TO it(c)
```

Continued ▶

◄ Joe's Jottings listing 3 continued

```
   160 PRINT c$(c,1); " Item "; loop%;
   170 INPUT " " it$(c,loop%,0)
   180 INPUT "English Equivalent;      " i
t$(c,loop%,1)
   190 NEXT
   200 PRINT "Another course; (Y/N)     ";
   210 REPEAT A$=CHR$(GET AND 223):UNTIL
A$="Y" OR A$="N"
   220 PRINT A$'
   230 UNTIL A$="N"
   240 INPUT "Set up your printer and pre
ss return " lp
   250 CLS
   260 PROCdouble(FNgreek(N$),-1,0,1,0):l
c=1
   270 FOR count= 1 TO c
   280 PROCcourse(count)
   290 NEXT
   300 PROCddump
   310 END
   320 :
   330 DEF PROCddump
   340 PRINT TAB(0,0) "Prt?"
   350 REPEAT:A$=CHR$(GET AND 223):UNTIL
A$="Y" OR A$="N"
   360 IF A$="N" ENDPROC
   370 PRINT TAB(0,0)"      "
   380 PROCdump
   390 ENDPROC
   400 :
   410 DEF PROCcourse(co)
   420 IF page=0 AND lc>=31 PROCddump:lc=
0:page=1:CLS
   430 IF page=1 AND lc>=12 PROCddump:lc=
0:page=0:CLS
   440 lc=lc+1
   450 PROCdouble(FNgreek(c$(co,0))+"....
"+c$(co,1),0,lc,1,0)
   460 IF page=0 AND lc>=31 PROCddump:lc=
0:page=1:CLS
   470 IF page=1 AND lc>=12 PROCddump:lc=
0:page=0:CLS
   480 lc=lc+2
   490 FOR item%=1 TO it(co)
   500 PRINT TAB(5,lc);FNgreek(it$(co,ite
m%,0));TAB(30,lc);it$(co,item%,1);
   510 lc=lc+2
   520 IF page=0 AND lc>=31 PROCddump:lc=
0:page=1:CLS
   530 IF page=1 AND lc>=12 PROCddump:lc=
0:page=0:CLS
   540 NEXT
   550 ENDPROC
   560 :
   570 DEF FNgreek(m$)
   580 LOCALloop%,g$,a$:g$=""
   590 FOR loop%= 1 TO LEN m$
   600 a$=MID$(m$,loop%,1)
   610 IF a$>="@" THEN g$=g$+CHR$(ASC(a$)
+128) ELSE g$=g$+a$
   620 NEXT
   630 =g$
   640 :
   650 DEF PROCsetup
   660 DIM it$(10,20,1)
   670 DIM c$(10,1)
   680 DIM it(10)
   690 VDU 23,192,0,0,63,96,96,62,3,62
   700 VDU 23,193,28,54,99,99,127,99,99,0
   710 VDU 23,194,126,51,51,62,51,51,126,
0
```

```
   720 VDU 23,195,62,99,99,127,99,99,62,0
   730 VDU 23,196,28,28,54,54,99,99,127,0
   740 VDU 23,197,127,51,48,62,48,51,127,
0
   750 VDU 23,198,62,8,62,107,62,8,62,0
   760 VDU 23,199,127,99,96,96,96,96,96,0
   770 VDU 23,200,99,99,54,28,54,99,99,0
   780 VDU 23,201,60,24,24,24,24,24,60,0
   790 VDU 23,202,119,51,51,63,51,51,119,
0
   800 VDU 23,203,99,102,108,120,108,102,
99,0
   810 VDU 23,204,28,28,54,54,99,99,99,0
   820 VDU 23,205,99,119,127,107,99,99,99
,0
   830 VDU 23,206,99,115,123,111,103,99,9
9,0
   840 VDU 23,207,62,99,99,99,99,99,62,0
   850 VDU 23,208,127,54,54,54,54,54,54,0
   860 VDU 23,209,62,8,107,107,62,8,62,0
   870 VDU 23,210,126,51,51,62,48,48,120,
0
   880 VDU 23,211,127,99,48,24,48,99,127,
0
   890 VDU 23,212,126,90,24,24,24,24,24,0
   900 VDU 23,213,102,102,102,60,24,24,60
,0
   910 VDU 23,214,102,102,102,60,24,24,60
,0
   920 VDU 23,215,62,99,99,99,54,54,99,0
   930 VDU 23,216,126,0,0,60,0,0,126,0
   940 VDU 23,217,127,99,96,96,96,96,96,0
   950 VDU 23,218,126,102,12,24,48,102,12
6,0
   960 VDU 23,219,124,96,96,96,96,96,124,
0
   970 VDU 23,220,0,96,48,24,12,6,0,0
   980 VDU 23,221,62,6,6,6,6,6,62,0
   990 VDU 23,222,24,60,102,66,0,0,0,0
  1000 VDU 23,223,0,0,0,0,0,0,0,255
  1010 VDU 23,224,28,54,48,124,48,48,126,
0
  1020 VDU 23,225,0,0,59,110,102,110,59,0
  1030 VDU 23,226,30,51,51,62,51,51,62,96
  1040 VDU 23,227,60,102,102,126,102,102,
60,0
  1050 VDU 23,228,60,96,48,60,102,102,60,
0
  1060 VDU 23,229,0,0,30,48,28,48,30,0
  1070 VDU 23,230,0,0,62,107,107,62,24,24
  1080 VDU 23,231,0,0,102,54,28,24,48,48
  1090 VDU 23,232,0,0,102,54,28,54,51
  1100 VDU 23,233,0,0,24,24,24,24,12,0
  1110 VDU 23,234,0,0,124,102,102,102,6,6
  1120 VDU 23,235,0,0,102,108,120,108,102
,0
  1130 VDU 23,236,96,48,24,28,54,99,99,0
  1140 VDU 23,237,0,0,51,51,51,51,62,96
  1150 VDU 23,238,0,0,99,51,27,30,28,0
  1160 VDU 23,239,0,0,62,99,99,99,62,0
  1170 VDU 23,240,0,0,127,54,54,54,54,0
  1180 VDU 23,241,0,0,99,107,107,62,24,24
  1190 VDU 23,242,0,0,60,102,102,124,96,9
6
  1200 VDU 23,243,0,0,63,102,102,102,60,0
  1210 VDU 23,244,0,0,126,24,24,24,12,0
  1220 VDU 23,245,0,0,115,51,51,51,30,0
  1230 VDU 23,246,0,0,115,51,51,51,30,0
  1240 VDU 23,247,0,0,54,99,107,127,54,0
  1250 VDU 23,248,60,96,96,60,96,96,62,6
  1260 VDU 23,249,0,0,102,54,28,24,48,48
  1270 VDU 23,250,62,12,24,48,96,96,62,6
  1280 VDU 23,251,12,24,24,112,24,24,12,0
```

Continued ►

◀ **Joe's Jottings listing 3 continued**

```
1290 VDU 23,252,24,24,24,0,24,24,24,0
1300 VDU 23,253,48,24,24,14,24,24,48,0
1310 VDU 23,254,49,107,70,0,0,0,0,0
1320 ENDPROC
1330 :
1340 DEF PROCrect(x,y,l,w,f)
1350 MOVE x,y:DRAW x+l,y
1360 IF f=0 DRAW x+l,y+w ELSE PLOT 85,x
,y+w
1370 IF f=0 DRAW x,y+w ELSE PLOT 85,x+l
,y+w
1380 MOVE x,y+w:IF f=0 DRAW x,y ELSE MO
VE x,y
1390 ENDPROC
1400 :
1410 DEF PROCdouble(z$,x,y,f,b)
1420 COLOUR f:COLOUR b+128
1430 LOCAL c%
1440 c%=&70
1450 IF x<0 THEN PRINT TAB(40-LENz$ DIV
2,y);:ELSE PRINT TAB(x,y);
1460 FOR loop%=1 TO LENz$
1470 ?c%=ASC(MID$(z$,loop%,1))
1480 X%=c%MOD256
1490 Y%=c%DIV256
```

Continued ▶

◀ **Joe's Jottings listing 3 continued**

```
1500 A%=10
1510 CALL &FFF1
1520 VDU 23,128,c%?1,c%?1,c%?2,c%?2,c%?
3,c%?3,c%?4,c%?4,128,10,8,23,128,c%?5,c%
?5,c%?6,c%?6,c%?7,c%?7,c%?8,c%?8,128,11
1530 NEXT
1540 ENDPROC
1550 :
1560 DEF PROCdump
1570 MOVE 0,0:VDU 29,0;0;2,1,27,1,65,1,
8,1,10
1580 FORY%=1020TO12STEP-16
1590 VDU1,27,1,76,1,192,1,3
1600 FORX%=0TO1276STEP4
1610 A%=0:B%=0
1620 FORZ%=0TO12STEP4
1630 A%=A%*4+3*POINT(X%,Y%-Z%)
1640 B%=B%*4+3*POINT(X%+2,Y%-Z%)
1650 NEXT
1660 VDU1,A%,1,A%,1,B%
1670 NEXT
1680 VDU1,10
1690 NEXT
1700 VDU1,27,1,64,3
1710 ENDPROC
```

Listing 1. DFS extension source code

```
  10 REM 128 File DFS E
xtension
  20 REM By David Lawre
nce
  30 REM For BBC B/B+/M
  40 REM (c) Acorn User
Sept 1987
  50 :
  60 MODE 7
  70 PROCvars
  80 PROCassemble
  90 PROCchecksums
 100 PROCsave
 110 END
 120 :
 130 DEF PROCvars
 140 loc1=&70 : loc2=&7
1 : loc3=&72
 150 loc4=&73 : loc5=&7
4 : loc6=&75
 160 loc7=&76 : loc8=&7
7 : blk=&80
 170 buf1=&900 : buf2=&
A00
 180 osnewl=&FFE7
 190 osasci=&FFE3
 200 osword=&FFF1
 210 oswrch=&FFEE
 220 osbyte=&FFF4
 230 D%=&2000
 240 ENDPROC
 250 :
 260 DEF PROCassemble
 270 FOR I%=0 TO 2 STEP
2
 280 P%=&6000
 290 [OPT I%
 300 .start
 310 OPT FNequb(0)
 320 OPT FNequb(0)
 330 OPT FNequb(0)
 340 JMP service+D%
 350 OPT FNequb(129)
 360 OPT FNequb(copy)
 370 OPT FNequb(1)
 380 .title
 390 OPT FNequb(13)
```

```
 400 OPT FNequs("128 fi
le DFS extension")
 410 OPT FNequb(13)
 420 OPT FNequb(0)
 430 OPT FNequs("1.00")
 440 .copy
 450 OPT FNequb(0)
 460 OPT FNequs("(C) Da
vid Lawrence 1986")
 470 OPT FNequb(0)
 480 .hlp
 490 OPT FNequs("128 fi
le DFS")
 500 OPT FNequb(13)
 510 OPT FNequb(13)
 520 OPT FNequs(" *LOG"
)
 530 OPT FNequb(13)
 540 OPT FNequs(" *PUT
file/*,<start,len>")
 550 OPT FNequb(13)
 560 OPT FNequs(" *GET
file/*")
 570 OPT FNequb(13)
 580 OPT FNequs(" *INIT
")
 590 OPT FNequb(13)
 600 OPT FNequs(" *ERAS
E")
 610 OPT FNequb(255)
 620 .service
 630 STA &8E
 640 TXA
 650 PHA
 660 TYA
 670 PHA
 680 LDA &8E
 690 CMP #4
 700 BEQ com
 710 CMP #9
 720 BEQ help
 730 JMP out+D%
 740 .help
 750 LDA (&F2),Y
 760 CMP #&D
 770 BEQ name
 780 LDX #0
```

```
 790 .help0
 800 LDA (&F2),Y
 810 CMP #&D
 820 BEQ help1
 830 CMP title+1+D%,X
 840 BNE out
 850 INY
 860 INX
 870 JMP help0+D%
 880 .help1
 890 JSR osnewl
 900 LDX #0
 910 .help2
 920 LDA hlp+D%,X
 930 CMP #&FF
 940 BEQ help3
 950 JSR osasci
 960 INX
 970 JMP help2+D%
 980 .help3
 990 JSR osnewl
1000 JMP out+D%
1010 .out
1020 PLA
1030 TAY
1040 PLA
1050 TAX
1060 LDA &8E
1070 RTS
1080 .name
1090 LDX #0
1100 .name1
1110 LDA title+D%,X
1120 BEQ out
1130 JSR osasci
1140 INX
1150 BNE name1
1160 .com
1170 STY loc5
1180 LDY #4
1190 .c1
1200 LDA (&F2),Y
1210 CMP cmd1+D%,Y
1220 BNE next1
1230 DEY
1240 BNE c1
1250 JMP dir+D%
```

```
1260 .next1
1270 LDY#4
1280 .c2
1290 LDA (&F2),Y
1300 CMP cmd2+D%,Y
1310 BNE next2
1320 DEY
1330 BNE c2
1340 JMP get+D%
1350 .next2
1360 LDY #4
1370 .c3
1380 LDA (&F2),Y
1390 CMP cmd3+D%,Y
1400 BNE next3
1410 DEY
1420 BNE c3
1430 JMP put+D%
1440 .next3
1450 LDY #5
1460 .c4
1470 LDA (&F2),Y
1480 CMP cmd4+D%,Y
1490 BNE next4
1500 DEY
1510 BNE c4
1520 JMP init+D%
1530 .next4
1540 LDY #6
1550 .c5
1560 LDA (&F2),Y
1570 CMP cmd5+D%,Y
1580 BNE out
1590 DEY
1600 BNE c5
1610 JMP erase+D%
1620 .load
1630 STA blk+2
1640 STX blk+7
1650 STY blk+8
1660 LDX #blk MOD 256
1670 LDY #blk DIV 256
1680 LDA #&53
1690 STA blk+6
1700 LDA #&7F
```

Continued ▶

◀ **Filling Out Files listing 1 continued**

```
1710 JSR osword
1720 RTS
1730 .save
1740 STA blk+2
1750 STX blk+7
1760 STY blk+8
1770 LDX #blk MOD 256
1780 LDY #blk DIV 256
1790 LDA #&4B
1800 STA blk+6
1810 LDA #&7F
1820 JSR osword
1830 RTS
1840 .loadtrk
1850 STA blk+2
1860 STX blk+7
1870 LDA #0
1880 STA blk+8
1890 TYA
1900 CLC
1910 ADC #&20
1920 STA blk+9
1930 LDX #blk MOD 256
1940 LDY #blk DIV 256
1950 LDA #&53
1960 STA blk+6
1970 LDA #&7F
1980 JSR osword
1990 RTS
2000 LDA #&21
2010 STA blk+9
2020 RTS
2030 .savetrk
2040 STA blk+2
2050 STX blk+7
2060 LDA #0
2070 STA blk+8
2080 TYA
2090 CLC
2100 ADC #&20
2110 STA blk+9
2120 LDX #blk MOD 256
2130 LDY #blk DIV 256
2140 LDA #&4B
2150 STA blk+6
2160 LDA #&7F
2170 JSR osword
2180 LDA #&21
2190 STA blk+9
2200 RTS
2210 .setblk
2220 LDX #10
2230 .set1
2240 LDA blk1+D%,X
2250 STA blk,X
2260 DEX
2270 BPL set1
2280 LDX #0
2290 LDY #0
2300 LDA #&A
2310 JSR load+D%
2320 LDX #6
2330 .set2
2340 LDA buf2+&8,X
2350 CMP mess3+D%,X
2360 BNE wrong
2370 DEX
2380 BPL set2
2390 RTS
2400 .wrong
2410 LDX #err5 MOD 256
2420 LDY #(err5+D%) DIV
256
2430 JMP error+D%
2440 .blk1
2450 OPT FNequd(0)
2460 OPT FNequd(&300)
2470 OPT FNequd(&2100)
2480 .cmd1
2490 OPT FNequs(" LOG")
```

```
2500 OPT FNequb(13)
2510 .cmd2
2520 OPT FNequs(" GET "
)
2530 .cmd3
2540 OPT FNequs(" PUT "
)
2550 .cmd4
2560 OPT FNequs(" INIT"
)
2570 OPT FNequb(13)
2580 .cmd5
2590 OPT FNequs(" ERASE
")
2600 OPT FNequb(13)
2610 .err1
2620 BRK
2630 OPT FNequb(255)
2640 OPT FNequs("File n
ot found")
2650 OPT FNequb(0)
2660 .err2
2670 BRK
2680 OPT FNequb(254)
2690 OPT FNequs("Pardon
?")
2700 OPT FNequb(0)
2710 .err3
2720 BRK
2730 OPT FNequb(253)
2740 OPT FNequs("Disk f
ull")
2750 OPT FNequb(0)
2760 .err4
2770 BRK
2780 OPT FNequb(252)
2790 OPT FNequs("Cat fu
ll")
2800 OPT FNequb(0)
2810 .err5
2820 BRK
2830 OPT FNequb(251)
2840 OPT FNequs("Not 12
8 DFS disc")
2850 OPT FNequb(0)
2860 .err6
2870 BRK
2880 OPT FNequb(250)
2890 OPT FNequs("Catalo
g empty")
2900 OPT FNequb(0)
2910 .mess1
2920 OPT FNequs(" files
. &")
2930 OPT FNequb(0)
2940 .mess2
2950 OPT FNequs(" free
sectors")
2960 OPT FNequw(&D)
2970 .mess3
2980 OPT FNequs("128 DF
S")
2990 .mess4
3000 OPT FNequs("0 trac
k initialise -- Sure? (Y
/N) :")
3010 OPT FNequw(7)
3020 .mess5 OPT FNequs(
" -- Erase? (Y/N) :")
3030 OPT FNequw(7)
3040 .data1
3050 OPT FNequd(&203832
31)
3060 OPT FNequd(&A45346
44)
3070 .data2
3080 OPT FNequd(&000200
01)
3090 OPT FNequd(&008501
28)
```

```
3100 .data3
3110 OPT FNequd(&000200
01)
3120 OPT FNequd(&001503
50)
3130 .data4
3140 OPT FNequd(&0DF501
28)
3150 OPT FNequd(&02301E
00)
3160 .error
3170 STX loc4
3180 STY loc5
3190 LDY #1
3200 .error1
3210 LDA (loc4),Y
3220 STA &100,Y
3230 BEQ error2
3240 INY
3250 JMP error1+D%
3260 .error2
3270 LDA #0
3280 STA &100
3290 JMP &100
3300 .dir
3310 JSR setblk+D%
3320 LDA #0
3330 STA loc4
3340 STA loc5
3350 LDA #2
3360 STA loc2
3370 .dir1
3380 LDX #0
3390 LDY loc2
3400 LDA #&A
3410 JSR load+D%
3420 LDY #0
3430 .dir2
3440 LDA buf2,Y
3450 BEQ dirend
3460 SED
3470 LDA loc5
3480 CLC
3490 ADC #1
3500 STA loc5
3510 BCC miss
3520 INC loc4
3530 .miss
3540 CLD
3550 LDX #12
3560 .dir3
3570 LDA buf2,Y
3580 JSR oswrch
3590 INY
3600 DEX
3610 BNE dir3
3620 INY
3630 INY
3640 LDA #32
3650 JSR oswrch
3660 LDA buf2,Y
3670 JSR tohex+D%
3680 LDA #32
3690 JSR oswrch
3700 INY
3710 LDA buf2,Y
3720 JSR tohex+D%
3730 LDA #32
3740 JSR oswrch
3750 JSR oswrch
3760 INY
3770 CPY #0
3780 BNE dir2
3790 INC loc2
3800 LDA loc2
3810 CMP #10
3820 BNE dir1
3830 .dirend
3840 LDX #0
3850 LDY #0
```

```
3860 LDA #&A
3870 JSR load+D%
3880 JSR osnewl
3890 JSR osnewl
3900 LDA loc4
3910 BEQ dirend1
3920 LDA #49
3930 JSR oswrch
3940 JMP dirend2+D%
3950 .dirend1
3960 LDA #48
3970 JSR oswrch
3980 .dirend2
3990 LDA loc5
4000 JSR tohex+D%
4010 LDX #0
4020 .dirend3
4030 LDA mess1+D%,X
4040 BEQ dirend4
4050 JSR osasci
4060 INX
4070 JMP dirend3+D%
4080 .dirend4
4090 LDA buf2+&FD
4100 JSR tohex+D%
4110 LDA buf2+&FE
4120 JSR tohex+D%
4130 LDX #0
4140 .dirend5
4150 LDA mess2+D%,X
4160 BEQ dirend6
4170 JSR osasci
4180 INX
4190 JMP dirend5+D%
4200 .dirend6
4210 LDA #0
4220 STA &8E
4230 JMP out+D%
4240 .findname
4250 LDX #12
4260 LDA #32
4270 LDY #5
4280 .get1
4290 STA buf1,X
4300 DEX
4310 BNE get1
4320 LDX #0
4330 .get2
4340 LDA (&F2),Y
4350 CMP #&D
4360 BEQ get3
4370 STA buf1,X
4380 INY
4390 INX
4400 CPX #12
4410 BNE get2
4420 .get3
4430 LDA #2
4440 STA loc2
4450 .get4
4460 LDX #0
4470 LDY loc2
4480 LDA #&A
4490 JSR load+D%
4500 LDY #0
4510 LDX #15
4520 .move
4530 LDA buf2+&F0,X
4540 STA buf1+&F0,X
4550 DEX
4560 BPL move
4570 .get5
4580 LDA buf2,Y
4590 BEQ notfound
4600 LDX #0
4610 .get6
4620 LDA buf1,X
4630 CMP #42
```

Continued ▶

◀ **Filling Out Files listing 1 continued**

```
4640 BEQ found
4650 CMP buf2,Y
4660 BNE get7
4670 INY
4680 INX
4690 CPX #12
4700 BEQ found
4710 JMP get6+D%
4720 .get7
4730 INY
4740 INX
4750 CPX #16
4760 BNE get7
4770 CPY #0
4780 BNE get5
4790 INC loc2
4800 LDA loc2
4810 CMP #10
4820 BNE get4
4830 .notfound
4840 LDX #err1 MOD 256
4850 LDY #(err1+D%) DIV
256
4860 JMP error+D%
4870 .found
4880 INY
4890 INX
4900 CPX #16
4910 BNE found
4920 RTS
4930 .get
4940 JSR setblk+D%
4950 JSR findname+D%
4960 STY loc7
4970 LDA buf1+&FC,Y
4980 STA loc1
4990 LDA buf1+&FD,Y
5000 STA loc2
5010 LDA buf1+&FE,Y
5020 STA loc3
5030 STA loc8
5040 LDA buf1+&FF,Y
5050 STA loc4
5060 CLC
5070 ADC loc3
5080 STA loc6
5090 .found1
5100 LDA loc2
5110 BNE load1
5120 LDY loc4
5130 CPY #11
5140 BCC ok
5150 LDY #10
5160 .ok
5170 STY loc5
5180 DEC loc5
5190 LDX loc1
5200 LDA loc3
5210 JSR loadtrk+D%
5220 LDA loc3
5230 CLC
5240 ADC loc5
5250 STA loc3
5260 LDA loc4
5270 SEC
5280 SBC loc5
5290 STA loc4
5300 LDA loc2
5310 CLC
5320 ADC loc5
5330 STA loc2
5340 JMP load2+D%
5350 .load1
5360 LDX loc1
5370 LDY loc2
5380 LDA loc3
5390 JSR load+D%
5400 .load2
5410 DEC loc4
5420 INC loc3
```

```
5430 LDA loc3
5440 CMP loc6
5450 BEQ found2
5460 INC loc2
5470 LDA loc2
5480 CMP #10
5490 BNE found1
5500 LDA #0
5510 STA loc2
5520 INC loc1
5530 JMP found1+D%
5540 .found2
5550 LDA loc7
5560 SEC
5570 SBC #16
5580 TAY
5590 LDA buf2,Y
5600 CMP #ASC"!"
5610 BNE found3
5620 LDA loc8
5630 STA &18
5640 LDA #138
5650 LDX #0
5660 LDY #ASC"O"
5670 JSR osbyte
5680 LDY #ASC"."
5690 JSR osbyte
5700 LDY #13
5710 JSR osbyte
5720 LDY #ASC"R"
5730 JSR osbyte
5740 LDY #ASC"U"
5750 JSR osbyte
5760 LDY #ASC"N"
5770 JSR osbyte
5780 LDY #13
5790 JSR osbyte
5800 .found3
5810 LDA #0
5820 STA &8E
5830 JMP out+D%
5840 .hex
5850 INY
5860 LDA (&F2),Y
5870 CMP #71
5880 BCS nohex
5890 CMP #48
5900 BCC nohex
5910 CMP #58
5920 BCC okhex1
5930 CMP #65
5940 BCS okhex2
5950 .nohex
5960 LDA #&FF
5970 RTS
5980 .okhex1
5990 SEC
6000 SBC #48
6010 RTS
6020 .okhex2
6030 SEC
6040 SBC #55
6050 RTS
6060 .tohex
6070 TAX
6080 LSR A
6090 LSR A
6100 LSR A
6110 LSR A
6120 JSR outhex+D%
6130 TXA
6140 AND #&F
6150 JSR outhex+D%
6160 RTS
6170 .outhex
6180 CMP #10
6190 BCS outhex2
6200 CLC
6210 ADC #48
6220 JSR oswrch
```

```
6230 RTS
6240 .outhex2
6250 CLC
6260 ADC #55
6270 JSR oswrch
6280 RTS
6290 .put
6300 JSR setblk+D%
6310 LDX #16
6320 LDA #32
6330 LDY #5
6340 .put1
6350 STA buf1,X
6360 DEX
6370 BNE put1
6380 LDX #0
6390 .put2
6400 LDA (&F2),Y
6410 CMP #13
6420 BEQ put4
6430 CMP #44
6440 BNE put3
6450 INX
6460 .put3
6470 INY
6480 JMP put2+D%
6490 .put4
6500 CPX #2
6510 BEQ put5
6520 CPX #0
6530 BNE wot
6540 JMP replace+D%
6550 .wot
6560 LDX #err2 MOD 256
6570 LDY #(err2+D%) DIV
256
6580 JMP error+D%
6590 .put5
6600 LDA #0
6610 STA loc7
6620 LDY #5
6630 LDX #0
6640 .put6
6650 LDA (&F2),Y
6660 CMP #44
6670 BEQ put8
6680 STA buf1,X
6690 INY
6700 INX
6710 CPX #12
6720 BNE put6
6730 .put7
6740 LDA (&F2),Y
6750 CMP #44
6760 BEQ put8
6770 INY
6780 JMP put7+D%
6790 .put8
6800 JSR hex+D%
6810 CMP #255
6820 BEQ wot
6830 ASL A
6840 ASL A
6850 ASL A
6860 ASL A
6870 STA loc6
6880 JSR hex+D%
6890 CMP #255
6900 BEQ wot
6910 CLC
6920 ADC loc6
6930 STA buf1+&E
6940 INY
6950 JSR hex+D%
6960 CMP #255
6970 BEQ wot
6980 ASL A
6990 ASL A
7000 ASL A
7010 ASL A
```

```
7020 STA loc6
7030 JSR hex+D%
7040 CMP #255
7050 BEQ wot
7060 CLC
7070 ADC loc6
7080 STA buf1+&F
7090 STA loc5
7100 CLC
7110 ADC buf1+&E
7120 STA loc1
7130 LDX #0
7140 LDY #0
7150 LDA #&A
7160 JSR load+D%
7170 LDA buf2+&FA
7180 CMP #10
7190 BEQ catfull
7200 LDA buf2+&F8
7210 STA buf1+&C
7220 LDA buf2+&F9
7230 STA buf1+&D
7240 LDA buf1+&E
7250 STA loc6
7260 DEC loc6
7270 .put9
7280 INC loc6
7290 LDA loc6
7300 CMP loc1
7310 BEQ put10
7320 LDA buf2+&F9
7330 BNE save1
7340 LDY loc5
7350 CPY #11
7360 BCC ok2
7370 LDY #10
7380 .ok2
7390 STY loc4
7400 DEC loc4
7410 LDX buf2+&F8
7420 LDA loc6
7430 JSR savetrk+D%
7440 LDA loc5
7450 SEC
7460 SBC loc4
7470 STA loc5
7480 LDA buf2+&F9
7490 CLC
7500 ADC loc4
7510 STA buf2+&F9
7520 LDA loc6
7530 CLC
7540 ADC loc4
7550 STA loc6
7560 JMP save2+D%
7570 .save1
7580 LDX buf2+&F8
7590 LDY buf2+&F9
7600 LDA loc6
7610 JSR save+D%
7620 .save2
7630 DEC loc5
7640 INC buf2+&F9
7650 LDA buf2+&F9
7660 CMP #10
7670 BNE put9
7680 LDA #0
7690 STA buf2+&F9
7700 INC buf2+&F8
7710 LDA buf2+&F8
7720 CMP buf2+&FC
7730 BNE put9
7740 .diskfull
7750 LDX #err3 MOD 256
7760 LDY #(err3+D%) DIV
256
7770 JMP error+D%
7780 .catfull
```

Continued ▶

◄ **Filling Out Files listing 1 continued**

```
7790 LDX #err4 MOD 256
7800 LDY #(err4+D%) DIV
256
7810 JMP error+D%
7820 .put10
7830 LDA loc7
7840 CMP #1
7850 BEQ replaced
7860 LDA buf2+&FA
7870 STA loc2
7880 LDA buf2+&FB
7890 STA loc1
7900 CLC
7910 ADC #16
7920 STA buf2+&FB
7930 BNE put11
7940 INC buf2+&FA
7950 .put11
7960 LDA buf2+&FE
7970 SEC
7980 SBC buf1+&F
7990 STA buf2+&FE
8000 LDA buf2+&FD
8010 SBC #0
8020 STA buf2+&FD
8030 LDX #0
8040 LDY #0
8050 LDA #&A
8060 JSR save+D%
8070 LDX #0
8080 LDY loc2
8090 LDA #&A
8100 JSR load+D%
8110 LDY loc1
8120 LDX #0
8130 .put12
8140 LDA buf1,X
8150 STA buf2,Y
8160 INY
8170 INX
8180 CPX #16
8190 BNE put12
8200 LDX #0
8210 LDY loc2
8220 LDA #&A
8230 JSR save+D%
8240 .replaced
8250 LDA #0
8260 STA &8E
8270 JMP out+D%
8280 .replace
8290 JSR findname+D%
8300 LDA buf1+&FC,Y
8310 STA buf2+&F8
8320 LDA buf1+&FD,Y
8330 STA buf2+&F9
8340 LDA buf1+&FE,Y
8350 STA loc6
8360 LDA buf1+&FF,Y
8370 STA loc5
8380 CLC
8390 ADC loc6
8400 STA loc1
8410 DEC loc6
8420 LDA #1
8430 STA loc7
8440 JMP put9+D%
8450 JSR findname+D%
8460 .init
8470 LDX #10
8480 .sblk1
8490 LDA blk1+D%,X
8500 STA blk,X
8510 DEX
8520 BPL sblk1
8530 LDX #0
8540 LDY #1
8550 LDA #9
8560 JSR load+D%
8570 LDA buf1+&6
```

```
8580 ASL A
8590 CLC
8600 ADC #50
8610 TAY
8620 LDX #0
8630 TXA
8640 .clr
8650 STA buf1,X
8660 STA buf2,X
8670 INX
8680 BNE clr
8690 TYA
8700 CMP #52
8710 BEQ init40
8720 CMP #56
8730 BEQ init80
8740 JMP wot+D%
8750 .sure
8760 STX loc4
8770 STY loc5
8780 LDY #0
8790 .sure1
8800 LDA (loc4),Y
8810 BEQ sure2
8820 JSR osasci
8830 INY
8840 JMP sure1+D%
8850 .sure2
8860 LDA #15
8870 JSR osbyte
8880 LDX #&FF
8890 LDY #&7F
8900 LDA #&81
8910 JSR osbyte
8920 TXA
8930 CMP #ASC"N"
8940 BEQ sure3
8950 CMP #ASC"Y"
8960 BNE sure2
8970 JSR oswrch
8980 JSR osnewl
8990 RTS
9000 .sure3
9010 JSR oswrch
9020 JSR osnewl
9030 LDA #1
9040 STA &8E
9050 PLA
9060 PLA
9070 JMP out+D%
9080 .init40
9090 JSR oswrch
9100 LDX #mess4 MOD 256
9110 LDY #(mess4+D%) DI
V 256
9120 JSR sure+D%
9130 LDX #7
9140 .init401
9150 LDA data2+D%,X
9160 STA buf1+&F8,X
9170 DEX
9180 BPL init401
9190 LDA #1
9200 STA buf2+&6
9210 LDA #&90
9220 STA buf2+&7
9230 JMP init2+D%
9240 .init80
9250 JSR oswrch
9260 LDX #mess4 MOD 256
9270 LDY #(mess4+D%) DI
V 256
9280 JSR sure+D%
9290 LDX #7
9300 .init801
9310 LDA data3+D%,X
9320 STA buf1+&F8,X
9330 DEX
9340 BPL init801
9350 LDA #3
```

```
9360 STA buf2+&6
9370 LDA #&20
9380 STA buf2+&7
9390 .init2
9400 LDA #48
9410 JSR oswrch
9420 LDX #7
9430 .init3
9440 LDA data1+D%,X
9450 STA buf1+&8,X
9460 LDA data4+D%,X
9470 STA buf2+&8,X
9480 DEX
9490 BPL init3
9500 LDA #8
9510 STA buf2+&5
9520 LDX #4
9530 LDA #0
9540 .init4
9550 STA buf2,X
9560 DEX
9570 BPL init4
9580 LDX #0
9590 LDY #0
9600 LDA #9
9610 JSR save+D%
9620 LDA #49
9630 JSR oswrch
9640 LDX #0
9650 LDY #1
9660 LDA #&A
9670 JSR save+D%
9680 LDX #0
9690 TXA
9700 .init5
9710 STA buf1,X
9720 INX
9730 BNE init5
9740 LDY #2
9750 STY loc2
9760 .init6
9770 LDA loc2
9780 CLC
9790 ADC #48
9800 JSR oswrch
9810 LDX #0
9820 LDY loc2
9830 LDA #9
9840 JSR save+D%
9850 INC loc2
9860 LDA loc2
9870 CMP #10
9880 BNE init6
9890 JSR osnewl
9900 LDA #0
9910 STA &8E
9920 JMP out+D%
9930 .erase
9940 LDX #0
9950 LDY #0
9960 LDA #9
9970 JSR load+D%
9980 LDA buf1+&FB
9990 BNE erase1
10000 DEC buf1+&FA
10010 LDA buf1+&FA
10020 CMP #1
10030 BEQ erase4
10040 .erase1
10050 LDA buf1+&FB
10060 SEC
10070 SBC #16
10080 STA buf1+&FB
10090 LDX #0
10100 LDY buf1+&FA
10110 LDA #&A
10120 JSR load+D%
10130 LDY buf1+&FB
10140 LDX #12
10150 .erase2
```

```
10160 LDA buf2,Y
10170 JSR oswrch
10180 INY
10190 DEX
10200 BNE erase2
10210 LDX #mess5 MOD 256
10220 LDY #(mess5+D%) DI
V 256
10230 JSR sure+D%
10240 LDA buf1+&FB
10250 CLC
10260 ADC #&C
10270 TAY
10280 LDA buf2,Y
10290 STA buf1+&F8
10300 INY
10310 LDA buf2,Y
10320 STA buf1+&F9
10330 INY
10340 INY
10350 LDA buf2,Y
10360 STA loc6
10370 LDY buf1+&FB
10380 LDX #16
10390 LDA #0
10400 .erase3
10410 STA buf2,Y
10420 INY
10430 DEX
10440 BNE erase3
10450 LDA buf1+&FE
10460 CLC
10470 ADC loc6
10480 STA buf1+&FE
10490 LDA buf1+&FD
10500 ADC #0
10510 STA buf1+&FD
10520 LDX #0
10530 LDY #0
10540 LDA #9
10550 JSR save+D%
10560 LDX #0
10570 LDY buf1+&FA
10580 LDA #&A
10590 JSR save+D%
10600 LDA #0
10610 STA &8E
10620 JMP out+D%
10630 .erase4
10640 LDX #err6 MOD 256
10650 LDY #(err6+D%) DIV
256
10660 JMP error+D%
10670 .end
10680 BRK
10690 ]
10700 NEXT
10710 ENDPROC
10720 :
10730 DEF FNequb(b%)
10740 ?P%=b% : P%=P%+1
10750 = I%
10760 :
10770 DEF FNequw(b%)
10780 ?P%=b% MOD 256
10790 P%?1=b% DIV 256
10800 P%=P%+2
10810 = I%
10820 :
10830 DEF FNequd(b%)
10840 !P%=b% : P%=P%+4
10850 = I%
10860 :
10870 DEF FNequs(b$)
10880 $P%=b$ : P%=P%+LEN
(b$)
10890 = I%
```

Continued ►

YELLOW PAGES
G R A P H I C S

◀ **Filling Out Files listing 1 continued**

```
10900 :
10910 DEF PROCchecksums
10920 PROCcheck("start",
"com",22297)
10930 PROCcheck("com","s
etblk",25669)
10940 PROCcheck("setblk"
,"dir",23850)
10950 PROCcheck("dir","g
et3",27414)
```

```
10960 PROCcheck("get3","
found2",26061)
10970 PROCcheck("found2"
,"wot",20910)
10980 PROCcheck("wot","s
ave2",25331)
10990 PROCcheck("save2",
"sure",27644)
11000 PROCcheck("sure","
init6",24862)
11010 PROCcheck("init6",
"end",22802)
11020 ENDPROC
```

```
11030 :
11040 DEF PROCcheck(from
$,to$,value)
11050 total%=0
11060 FOR x%=EVAL(from$)
 TO EVAL(to$)
11070 total%=total%+?x%
11080 NEXT
11090 IF total%=value EN
DPROC
11100 PRINT"Checksum err
or between ";from$;" and
 ";to$;"."
11110 END
```

```
11120 :
11130 DEF PROCsave
11140 PRINT"Code assembl
ed OK."
11150 PRINT'"Insert the
disc on which you wish t
o   save the code and p
ress <SPACE>";
11160 REPEAT UNTIL INKEY
-99
11170 PRINT
11180 *SAVE R.ROM128 600
0 6900 8000 8000
11190 ENDPROC
```

See Get the Picture, page 95

Listing 1. Vertical compression program

```
  10 REM Vertical Compression Program
  20 REM by Phil Wilkes
  30 REM for B/E
  40 REM (c) Acorn User Sept 1987
  50 :
  60 MODE 2
  70 *LOAD P.1PIC 3000
  80 PROCratio(1.2)
  90 *SAVE P.1PIC2 3000 8000
 100 END
 110 :
 120 DEF PROCratio(compress)
 130 IF compress <=1 ENDPROC
 140 LOCAL Y%,sy%
 150 Y%=0
 160 REPEAT
 170 Y%=Y%+1
 180 sy%=Y%*compress
 190 IF sy%<256 THEN PROCline(sy%,Y%)
 200 UNTIL sy%>255
 210 FOR Y%=Y% TO 255
 220 PROCblank(Y%)
 230 NEXT
 240 ENDPROC
 250 :
 260 DEF PROCline(sy%,dy%)
 270 LOCAL S%,D%,X%
 280 S%=&3000+640*(sy%DIV8)+sy%MOD8
 290 D%=&3000+640*(dy%DIV8)+dy%MOD8
 300 FOR X%=0 TO 632 STEP 8
 310 X%?D%=X%?S%
 320 NEXT
 330 ENDPROC
 340 :
 350 DEF PROCblank(Y%)
 360 LOCAL D%,X%
 370 D%=&3000+640*(Y%DIV8)+Y%MOD8
 380 FOR X%=0 TO 632 STEP 8
 390 X%?D%=0
 400 NEXT
 410 ENDPROC
```

Listing 2. Legal compression program

Listed below are the changes to add to listing 1 to create the 'legal' version of the vertical compression routine

```
  10 REM Legal Compression Program
  30 REM for B/B+/M/C/2P/E
  40 REM (c) Acorn User Sept 1987
  65 mode%=2
  70 *LOAD P.1PIC FFFF3000
  90 *SAVE P.1PIC2 FFFF3000 +5000
```

Continued ▶

◀ **Get the Picture listing 2 continued**

```
 270 LOCAL S%,D%,X%,P%
 280 S%=1020-(4*sy%)
 290 D%=1020-(4*dy%)
 300 FOR X%=0 TO 1279 STEP 2^(mode%+1)
 310 GCOL0,POINT(X%,S%):PLOT 69,X%,D%
 360 LOCAL D%
 370 GCOL 0,0
 380 D%=1020-(4*Y%)
 390 MOVE 0,D%:DRAW 1279,D%
```

Listing 3. Legal horizontal compression program

```
  10 REM Legal Horizontal Compression P
rogram
  20 REM by Phil Wilkes
  30 REM for B/B+/M/C/2P/E
  40 REM (c) Acorn User Sept 1987
  50 :
  60 MODE 1
  70 mode%=1
  80 *LOAD P.1PIC FFFF3000
  90 PROCratio(1.2)
 100 *SAVE P.1PIC2 FFFF3000 +5000
 110 END
 120 :
 130 DEF PROCratio(compress)
 140 IF compress <=1 ENDPROC
 150 LOCAL X%,sx%
 160 X%=0
 170 REPEAT
 180 X%=X%+1
 190 sx%=X%*compress
 200 IF sx%<1280/2^(mode%+1) THEN PROCl
ine(sx%,X%)
 210 UNTIL sx%>1280/2^(mode%+1)
 220 FOR X%=X% TO 1280/2^(mode%+1)
 230 PROCblank(X%)
 240 NEXT
 250 ENDPROC
 260 :
 270 DEF PROCline(sx%,dx%)
 280 LOCAL S%,D%,Y%,P%
 290 S%=1276-(2^(mode%+1)*sx%)
 300 D%=1276-(2^(mode%+1)*dx%)
 310 FOR Y%=0 TO 1023 STEP 4
 320 GCOL0,POINT(S%,Y%)
 330 PLOT 69,D%,Y%
 340 NEXT
 350 ENDPROC
 360 :
 370 DEF PROCblank(X%)
 380 LOCAL D%
 390 GCOL 0,0
 400 D%=1280-X%*2^(mode%+1)
 410 MOVE D%,0:DRAW D%,1023
 420 ENDPROC
```

Listing 4. Effect code

```
  10 REM *Effect Code
  20 REM by Phil Wilkes
  30 REM for B/B+/M/C/E
  40 REM (c) Acorn User
Sept 1986
  50 :
  60 IF PAGE<&1900 THEN
PRINT "PAGE must be &19
00 or greater":END
  70 :
  80 xpoint=&70
  90 ypoint=&72
 100 point=&74
 110 arraypoint=&75
 120 p0=&77
 130 p1=&78
 140 p2=&79
 150 p3=&7A
 160 mode=&7B
 170 effect=&7C
 180 threshold=&7D
 190 step=&7E
 200 bright=&80
 210 logic=&88
 220 bx=&1600
 230 oswrch=&FFEE
 240 osword=&FFF1
 250 :
 260 FOR pass=0 TO 3 ST
EP 3
 270 P%=&1400
 280 [
 290 OPT pass
 300 .entry
 310 STA mode
 320 STX effect
 330 CPX #1
 340 BNE setup2
 350 STY threshold
 360 JMP main
 370 .setup2
 380 TYA
 390 BNE t2
 400 LDA #1
 410 STA threshold
 420 JMP main
 430 .t2
 440 LDA #2
 450 STA threshold
 460 .main
 470 LDA #1
 480 LDX mode
 490 .steploop
 500 ASL A
 510 DEX
 520 BPL steploop
 530 STA step
 540 JSR brightness
 550 JSR firstline
 560 JSR process
 570 LDA effect
 580 CMP #1
 590 BNE e2
 600 LDA #7
 610 JSR gcol
 620 JMP border
 630 .e2
 640 LDA #0
 650 JSR gcol
 660 .border
 670 LDX #0
 680 .bordloop
```

◀ Get the Picture listing 4 continued

```
 690 LDA bordata,X
 700 JSR oswrch
 710 INX
 720 CPX #18
 730 BNE bordloop
 740 RTS
 750 :
 760 .bordata
 770 OPT FNequb (25)
 780 OPT FNequb (4)
 790 OPT FNequw (0)
 800 OPT FNequw (1023)
 810 OPT FNequb (25)
 820 OPT FNequb (5)
 830 OPT FNequw (1279)
 840 OPT FNequw (1023)
 850 OPT FNequb (25)
 860 OPT FNequb (5)
 870 OPT FNequw (1279)
 880 OPT FNequw (0)
 890 :
 900 .gcol
 910 PHA
 920 LDA #18
 930 JSR oswrch
 940 LDA #0
 950 JSR oswrch
 960 PLA
 970 JMP oswrch
 980 :
 990 .brightness
1000 LDX #0
1010 LDA mode
1020 CMP #2
1030 BEQ bright2
1040 .bloop
1050 TXA
1060 STA bright,X
1070 INX
1080 CPX #4
1090 BNE bloop
1100 LDX #0
1110 .lloop
1120 TXA
1130 STA logic,X
1140 INX
1150 CPX #4
1160 BNE lloop
1170 RTS
1180 .bright2
1190 LDA b2data,X
1200 STA bright,X
1210 INX
1220 CPX #16
1230 BNE bright2
1240 RTS
1250 :
1260 .b2data
1270 OPT FNequb (0)
1280 OPT FNequb (2)
1290 OPT FNequb (4)
1300 OPT FNequb (6)
1310 OPT FNequb (1)
1320 OPT FNequb (3)
1330 OPT FNequb (5)
1340 OPT FNequb (7)
1350 OPT FNequb (0)
1360 OPT FNequb (4)
1370 OPT FNequb (1)
1380 OPT FNequb (5)
1390 OPT FNequb (2)
1400 OPT FNequb (6)
```

◀ Get the Picture listing 4 continued

```
1410 OPT FNequb (3)
1420 OPT FNequb (7)
1430 :
1440 .firstline
1450 LDA #0
1460 STA xpoint
1470 STA xpoint+1
1480 STA ypoint
1490 STA ypoint+1
1500 LDA #(bx MOD 256)
1510 STA arraypoint
1520 LDA #(bx DIV 256)
1530 STA arraypoint+1
1540 .firstloop
1550 JSR testpoint
1560 LDX #0
1570 STA (arraypoint,Y)
1580 LDA xpoint
1590 CLC
1600 ADC step
1610 STA xpoint
1620 BCC over
1630 INC xpoint+1
1640 LDA xpoint+1
1650 CMP #5
1660 BNE over
1670 RTS
1680 .over
1690 INC arraypoint
1700 BNE firstloop
1710 INC arraypoint+1
1720 BPL firstloop
1730 :
1740 .testpoint
1750 LDA #9
1760 LDX #(xpoint MOD 2
56)
1770 LDY #(xpoint DIV 2
56)
1780 JSR osword
1790 LDX point
1800 LDA bright,Y
1810 RTS
1820 :
1830 .process
1840 LDA #0
1850 STA ypoint+1
1860 LDA #4
1870 STA ypoint
1880 .yloop
1890 LDA bx
1900 STA p0
1910 LDA #0
1920 STA xpoint
1930 STA xpoint+1
1940 JSR testpoint
1950 STA p1
1960 LDA step
1970 STA xpoint
1980 LDA #(bx MOD 256)
1990 STA arraypoint
2000 LDA #(bx DIV 256)
2010 STA arraypoint+1
2020 .xloop
2030 LDY #1
2040 LDA (arraypoint),Y
2050 STA p2
2060 JSR testpoint
2070 STA p3
2080 LDA effect
2090 CMP #1
2100 BNE notedge
```

◄ Get the Picture listing 4 continued

```
2110 JSR edge
2120 JMP continue
2130 .notedge
2140 JSR pixav
2150 .continue
2160 JSR plot
2170 LDY #0
2180 LDA p1
2190 STA (arraypoint),Y
2200 LDA p2
2210 STA p0
2220 LDA p3
2230 STA p1
2240 INC arraypoint
2250 BNE noinc
2260 INC arraypoint+1
2270 .noinc
2280 LDA xpoint
2290 CLC
2300 ADC step
2310 STA xpoint
2320 BCC xloop
2330 INC xpoint+1
2340 LDA xpoint+1
2350 CMP #5
2360 BNE xloop
2370 LDY #0
2380 LDA p3
2390 STA (arraypoint),Y
2400 LDA ypoint
2410 CLC
2420 ADC #4
2430 STA ypoint
2440 BCC yloop
2450 INC ypoint+1
2460 LDA ypoint+1
2470 CMP #4
2480 BNE yloop
2490 RTS
2500 :
2510 .plot
2520 LDA #25
2530 JSR oswrch
2540 LDA #69
2550 JSR oswrch
2560 LDA xpoint
2570 SEC
2580 SBC step
2590 PHP
2600 JSR oswrch
2610 PLP
2620 LDA xpoint+1
2630 SBC #0
2640 JSR oswrch
2650 LDA ypoint
2660 SEC
2670 SBC #4
2680 PHP
2690 JSR oswrch
2700 PLP
2710 LDA ypoint+1
2720 SBC #0
2730 JMP oswrch
2740 :
2750 .edge
2760 LDA #7
2770 JSR gcol
2780 LDX #3
2790 .edgeloop
2800 LDA p0,X
2810 SEC
2820 SBC p0
2830 BPL notneg
```

◄ Get the Picture listing 4 continued

```
2840 EOR #&FF
2850 ADC #1
2860 .notneg
2870 SEC:SBC threshold
2880 BPL found
2890 DEX
2900 BNE edgeloop
2910 RTS
2920 .found
2930 LDA #0
2940 JMP gcol
2950 :
2960 .pixav
2970 LDA p0
2980 CLC
2990 ADC p1
3000 ADC p2
3010 ADC p3
3020 ADC threshold
3030 LSR A
3040 LSR A
3050 TAX
3060 LDA logic,X
3070 JMP gcol
3080 ]
3090 NEXT pass
3100 :
3110 sum%=0
3120 FOR I%=&1400 TO &1
5C3
3130 sum%=sum%+?I%
3140 NEXT
3150 IF sum%<>&C55A PRI
NT "Checksum error - ple
ase check listing":END
3160 :
3170 *SAVE O.EFFECT 140
0 15FF
3180 END
3190 :
3200 DEF FNequb (n)
3210 ?P%=n
3220 P%=P%+1
3230 =pass
3240 :
3250 DEF FNequw (n)
3260 !P%=n
3270 P%=P%+2
3280 =pass
```

Continued ►

Listing 5. Picture processing demonstration

```
   10 REM Picture Proces
sing Demonstration
   20 REM by Phil Wilkes
   30 REM for B/B+/M/C/E
   40 REM (C) Acorn User
Sept 1987
   50 :
   60 IF PAGE<&1900 THEN
PRINT "PAGE must be &19
00 or greater":END
   70 :
   80 MODE 2
   90 FOR C%=1 TO 3
  100 GCOL 0,C%+3
  110 PROCdisk(500-(100*
C%))
  120 GCOL 0,C%
  130 PROCdisk(450-(100*
C%))
```

Continued ►

◄ Get the Picture listing 5 continued

```
  140 NEXT
  150 GCOL 0,7
  160 PROCdisk(100)
  170 GCOL 0,0
  180 FOR X%=0 TO 80 STE
P 8
  190 MOVE X%,0:DRAW 127
9-X%,1023
  200 MOVE 1279-X%,0:DRA
W X%,1023
  210 NEXT
  220 GCOL 0,7
  230 FOR X%=540 TO 740
STEP 20
  240 MOVE X%,0:DRAW 127
9-X%,1023
  250 NEXT
  260 FOR Y%=412 TO 612
STEP 20
  270 MOVE 0,Y%:DRAW 127
9,1023-Y%
  280 NEXT
  290 PROCeffect(2,2,1)
  300 PROCeffect(2,1,1)
  310 END
  320 :
  330 DEF PROCdisk(R%)
  340 LOCAL A%
  350 MOVE 640,512+R%
  360 FOR A%=10 TO 360 S
TEP 10
  370 MOVE 640,512
  380 PLOT 85,640+R%*SIN
(RAD(A%)),512+R%*COS(RAD
(A%))
  390 NEXT
  400 ENDPROC
  410 :
  420 DEF PROCeffect(M%,
E%,T%)
  430 LOCAL A%,X%,Y%
  440 *LOAD O.EFFECT 140
0
  450 A%=M%
  460 X%=E%
  470 Y%=T%
  480 CALL &1400
  490 ENDPROC
```

September listings

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OFFERS

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BBC/B/ B+/M/ C Do you use your micro to prepare figures? Perhaps in *ViewSheet* or *ViewStore*? Do you make printed reports? This business graphics program from *Acorn User* contributor Peter Sandford is aimed at anyone who uses figures, and wishes to improve the quality of their work.

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In practice, most business presentation data such as sales figures, departmental breakdowns, cost analyses and so on can be presented in a form even the boss will understand!

You can even add extra text and graphics to the completed chart prior to saving or printing. A screen dump program is provided, for Epson and compatible printers, which is specifically designed to fit the width of an A4 page. Instructions are provided on interfacing to other printers. *ViewChart* works in screen mode 0, using full shading effects, so what you see on screen is what you get on paper, and includes some tips on final presentation of graphics in documents.

ViewChart is supplied on 40-track 5.25-inch disc and works on the BBC models B and B+ and Master 128.

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BBC/B/ B+/M/ C The *Network Utilities* 80-track disc is the logical addition to your network, combining invaluable routines with a sophisticated yet easy-to-use noticeboard.

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There are many more utilities on this 40-track 5.25-inch disc with a transfer program for 80-track users, and it's competitively priced at £9.95.

Acorn User order form on page 122 – 24 hour telephone service (0672) 40825

OFFERS

Printer control with the UserDump ROM

BBC/B/ B+/M/ C/E This pack includes the easy-to-fit *UserDump* ROM chip and a practical 22-page guide to the screen dump and printer control facilities offered – for just £19.95.

Once installed, *UserDump* will allow you to dump any screen image in any display mode by entering a single command – either as a line of your program or by typing in direct from the keyboard. A perfect dump can also be obtained while a machine code program is running.

UserDump features the following extra commands: *WDUMP – dump of graphics window only in any mode; *ZDUMP – a distortion-free dump of the mode 0 screen using plotter graphics; *TRANSIT – translate teletext screen into mode 1; *SHIFT ‹argument› – shift any area of memory; *IBM – select IBM printer; *CP80 – select CP80 printer.

UserDump is compatible with the BBC micro (model B or B+) fitted with operating system 1.2. Any earlier version will cause problems. *UserDump* is fully compatible with the Acorn 6502 second processor. It works with any printer which has single density and double density bit image graphics, including all Epson (LX, RX and FX) printers, Star Gemini and Delta, SG, SD and SR, Canon and Kaga NLQ. Also usable are the Shinwa and other CP80 printers.

There are many more commands available with *UserDump*, and details are available from Seran, Redwood Publishing Ltd., 141-143 Drury Lane, London WC2B 5TF.

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BBC/B/ B+/M/ C/E Get *UserROM* for your favourite *Acorn User* routines. Plug in the ROM chip and 19 routines are instantly accessible via star commands, including colfill with 27 colourful fills; dotfill providing 23 new black and white shades; bad program recovery; variable lister; function key lister; a graphics compiler; a circle drawing routine and a sound compiler. There are many demonstration programs and a 22 page manual. All for £19.95.

Full details are available from Seran, Redwood Publishing Ltd., 141-143 Drury Lane, London WC2B 5TF.

Acorn User Assembler Extension ROM

BBC/B/ B+/M/ E The *AXR* ROM, competitively priced at £19.95, is especially designed for use by machine code programmers. *AXR* adds a variety of options and commands to the Basic assembler, along with several new pseudo op codes, full Basic expression evaluation, and even the use of binary numbers. A disassembler is included in the software, and all 65C02 instructions can be used. *AXR* is compatible with Basic 1, 2 and Master.

Further details from Seran, Redwood Publishing Ltd., 141-143 Drury Lane, London WC2B 5TF.

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OFFERS

Utilise your disc space more efficiently with Dave Lawrence's *128 DFS* program. You can now increase the catalogue entries on any disc by over four times. This program allows you to store 128 files on your disc instead of the usual 31!

With your summer holiday approaching rapidly, you have probably packed the sun screen and the swimming trunks but what about the language barrier? Joe thought that all readers going to the Greek islands should at least have a smattering of the lingo. So Joe's Jottings for September is a Greek tutorial program. Use this program for a few weeks before you go and you could be ordering Retsina in tavernas like a native.

Phil Wilkes has put together a suite of digital image processing programs, which allow you to enhance all digitised pictures. And this month's Graphics Bonus is a digitised picture for you to use with this program. There are many more digitised pictures on the Gallery and Gallery Collection discs for you to enhance, and both discs are still available.

For beginners, Tessie Revivis describes how to call up machine code routines from Basic. Martin Phillips covers a few tips on numerical accuracy, proportional screen dumps and sideways RAM loaders. While David Atherton gives you a *FIND utility for the ADFS which allows you to find a file anywhere on the disc, whatever directory it is in.

September's listings are available in 5.25-inch 40/80-track format or on cassette for the BBC and Electron.

Programs to process your pictures

L I S T I N G S

Easy learning with Education disc

The *Acorn User* Education disc makes learning easy and enjoyable. The disc is packed with useful programs, including *Eco-fax*, the viewdata-type database for Econets.

Graphics are a strong feature, and included on the disc are *Turtle Logo*, *Easyplot* and *Bulletin*, and you can then show off your creations with *Vufoil* and *Noticeboard* or make music with *Tunemaker*. Also included are an all-mode dumping routine for Epson compatibles and a teletext dumping routine for mode 7 dumping to Epson FX80 compatibles. All this for only £7.95.

D I S C S

Printer advice with Printer Help disc

BBC/B/ B+/M/ C Often printer manuals don't fully cover the Master and BBC micro – our disc will help you to understand your printer's facilities for just £7.95.

The 5.25-inch *Printer Help* disc illustrates various print type styles, use of *Wordwise* and *View*, screen images and printer care. There is an ASCII standard codes table and clear diagrams illustrating stages of printer use including advice on what to do if things go wrong.

For compatibility details write to Seran, Redwood Publishing Ltd, 141-143 Drury Lane, London WC2B 5TF.

Acorn User **order form on page 121 – 24 hour telephone service (0672) 40825**

OFFERS

A new dimension in letter designing

BBC/B/ B+/M/ This is your chance to produce your own letterheads and posters to a professional standard, with the minimum of fuss and effort. *Acorn User*'s *Calligraphy* disc has been compiled due to popular demand and contains all the programs needed to produce letter designs that will impress your friends and colleagues.

The *Desalet* program is a simple font creator which produces customised letters, to your personal design. It will save you from using repetitive data statements and error prone calculations. You can save your font set on disc and then call it up as needed. All previously saved sets can be modified or added to, and each set covers up to 94 characters.

Modical, a modification of the original *Calligraphy* program (September 1986 *Acorn User*) is also included on the disc. *Modical* allows the use of disc-based font sets created with *Desalet*. *Modical* also incorporates a modified file creation program, which permits files to be printed out immediately or saved for later printing.

An enhanced font ROM in the form of a sideways RAM image, is also on the disc. This allows you to design your own fonts for use on-screen. Any output to the printer will be in the new font – thus giving true WYSIWYG capabilities. There is a selection of new fonts to help you get started.

This superb disc comes in 5.25-inch, 40-track format easily transferable to 80-track and is great value at only £9.95.

Games galore in our compendium cassette

BBC/B/ B+/M/ E You can guide Shuggy around his garden; puzzle over *Puzzle*, and be *3-D* amazed. Or destroy submarines with *Run Silent, Run Deep*. And for the really adventurous, go round the *Acorn User* office.

Best of all, try the truly different *Adventure* game written especially for the *Games Compendium* cassette by Rob Anderson. It's excellent value at £3.95.

You will also find David Acton's *Spectramania* and *Quadline* on this cassette: beat your micro, get four in a row. All are easily transferred to disc.

Graphics utilities for your screens

BBC/B/ B+/M/ C The 40-track 5.25-inch *Graphics Utilities* disc, keenly priced at £7.95, features 16 routines to manipulate blocks of graphics: rotation and reflection, a screen compressor/expander, a colour flood-fill routine and three mode conversion commands.

With the Basic procedure library are multi-height, proportional and justified text and 'drop shadow' boxes. A teletext screen editor gives point plotting, line drawing, rubber banding and flood fill, along with all mode 7 control codes. All can be used in your own programs.

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REVIEWS

G A M E S

THE GAMES PAGE

The first game for the Archimedes impresses David Lawrence as he does his monthly games round-up

The Archimedes, the new Acorn RISC machine, was formally launched at the *Acorn User* Show last month and most of you probably saw *Lander*, the game being given away free on the Welcome disc.

This is the sort of game that puts many dedicated arcade machines to shame! *Lander* is in fact a cut down version of *Zarch*, a full blown game planned for release later this year. *Zarch* has been written by David Braben, co-author of *Elite*. In the game, you are a highly manoeuverable *Elite*-like flying saucer. You must fly over the archipelago, doing your level best to defoliate the forest and evict the local residents from their homes! Control is with the mouse and requires a delicate touch to avoid crashing.

The graphics are stunning – the whole landscape scrolls in three dimensions and is fully shaded, there are splashes on the water if you fire at it, your ship changes shading as it rotates and the trees and houses even leave little smouldering piles of debris after you have shot them!

After cut-throat competition in the *Acorn User* office the high score is held by Sam Greenhill with a magnificent 710.

Anyway, if you ever have enough money to buy an Archimedes, then *Zarch* is a must. Just show it to anyone with an Amiga and watch them go an attractive shade of green!

Many other companies are working on Archimedes games, among the first should be *Space Adventure Game* from Argonaut and *Flight Simulator II* – if you've ever seen how fast *Flight Simulator II* runs on the Atari ST and Amiga, just wait for the RISC version! Finally for the moment, Rainbird's *Starglider* will be available, but now with more features and solid graphics.

Back with the model B, Superior is releasing the follow up to *Citadel*. This is going to be called *Castle of Magic* and will be in a very similar vein to *Citadel* with lots of colourful graphics, a large map

Lander, the Archimedes' first game

(with over 100 rooms to explore) and many logical puzzles.

Superior should also have three full machine code games out for the Archimedes by the end of the year. While on the subject of Superior, a letter has come flooding into the office from Kevin Stanifirth about a problem in Giant Clam in *Repton 1*, he claims you can't get one of the diamonds because you get trapped by a rock. Well, Kevin, perhaps you are collecting the diamonds in the wrong order. . .?

Tynesoft's next release will be a sequel to *Winter Olympics* and it will be called – guess what? – *Winter Olympics II*! Anyway, for all you keyboard bashers or sports fans out there, here's another one for your collection.

Audiogenic has three games in the pipeline. In *Ziggy* you play the part of a spring, collecting gems - anything for a weird life! *All Star Golf* is a copy of the 3D golf game, *Leader Board*. Meanwhile, Gary Partis has temporarily shelved work on *Daxis* and he has instead written a version of *Arkanoid*, called *Impact*.

I have had a complete solution of *Cholo* sent in from Michael Knight. Rather than giving the whole thing away, here are some hints for those who are still totally confused by the game.

■ Capture the flying eye; she's not very useful, but is fun to play with.

■ Guards aren't very 'X'iting are they?

■ You'll need to visit a pyramid to the east, and then the science institute.

■ Then perhaps a short spell at sea might help, but beware of radiation!

■ Finally, try on your Biggles hat and hum the *Dambuster's March*!?

There isn't really much to the game, but actually doing it is fairly awkward! Anyway, many thanks to Michael for the above. There were problems with *Cholo* on 80-track drives – it didn't work. Firebird should have sorted it out by now – but check before you buy.

For people still stuck in the *Twin Kingdom Valley* adventure, here are some hints from Richard Combe:

■ Drinking at Watersmeet could be somewhat enlightening.

■ Could the witch be a fortune teller?

■ Try bribing the guard.

■ Kings often give rewards to people for releasing princesses.

■ The dragon can be killed by wood.

■ Leave the castle carrying only the chest.

■ You should then take whatever you might find inside the cave in the western mountains to the hut.

As Richard says, I hope this will help any lost wanderers.

Finally, here are the latest *Revs* lap times I have heard of:

Brands Hatch – 1:23.7
Donnington Park – 1:08.5
Silverstone – 1:23.1
Snetterton – 1:00.4
Oulton Park – 1:13.9

These were all set by Linus Surguy, so come on everyone, we can't have one person hogging pole position!

Maps – we've still got *Repton 2* maps available for £1, and *Ravenskull* for £1.50. We've also got maps of the *Xor* mazes. These cost £1 on paper, but they look better on screen – send us a disc (state format) and £2 and we will return you the maps as screen files.

130

G A M E S

EITHER XOR

**Despite being crushed by chickens and flattened by fish,
Robert Miller is still impressed by Logotron's *Xor***

Many months ago, a strangely named maze game appeared on a free trial disc on the front cover of another computing magazine. The game was *Xor*, and it was billed as *the* game of logic. Now, six months later, there are three incarnations; the original *Xor*, *Xor Designer* and the latest version, *Xor for Schools*.

For those of you who have not yet travelled through the super-logical domain, let me explain. You (depicted as two shields) must explore a number of mazes, collecting masks on the way. Simple I hear you cry! But with bombs that blow up in your face, fish that squash you flat and chickens that crush you against walls, life is not easy. As if that wasn't enough, there are force fields that allow you to travel either up and down or horizontally.

Collecting individual masks can be quite easy, but when a mask is buried under a pile of fish, chickens and explosives, things get tricky. By carefully moving your shield around the maze, objects can be pushed around, but don't forget about gravity!

In some extreme cases, say from level one onwards, your shield may get trapped, which is the cue for shield number two to come into action. By alternating between the two, even the most deeply buried masks can eventually be uncovered.

Two special characters included in the original *Xor* are the transporters, called BMUS – or Beam Me Up Scottys. These allow you to jump between areas in the maze that are otherwise entirely blocked off from each other.

Not wanting to appear completely uncaring, Logotron has included a facility by which small sections of map can be collected to form a complete plan of the current level. These show the walls plus any remaining masks, although one feature missing is a 'you are here' arrow!

On completion of each level, a special letter is displayed on the screen. If you manage to complete all 15 levels, the letters can be rearranged to form a password that qualifies you for the Order of *Xor*.

As a game I found *Xor* totally intriguing, but if you are only into mass carnage, this

Making your own mazes with *Xor Designer*

one is *not* for you. For those who prefer to take their time (there are absolutely no time limits whatsoever), this could be the game. The best way to describe it is as 'a thinking person's *Repton*'.

Once the levels have been mastered there is no challenge and therefore no enjoyment. So it's a wise move to have a way for the player to manufacture his or her own game. For an extra £14.95 (disc), Logotron offer the *Xor Designer* to complement the original game. The *Xor Designer* can be played as a game, although only a small selection of levels are included with it.

The designer has three main sections: the Maze Designer allowing you to create new mazes from scratch or edit existing ones: the Icon Designer allows you to change appearance (but not the behaviour) of the *Xor* characters; and the Game Player allows you to play the game!

Mazes are designed on a 30x30 grid using any of the 15 characters provided. I found it easiest to start by first building a wall 'skeleton' and then placing the masks, fish, explosives and so on. Two mazes from the original *Xor* are included on the disc to start you off.

While it is possible to change the appearance of a particular character, it is important to note that the behaviour (like the fact the fish drops) cannot be altered. This means that even if the game looks entirely different, the tactics used to solve the puzzles will be the same.

It is a good idea therefore to redesign the characters according to their attributes.

With this in mind, Logotron supplies an 'alternative' set of characters, all based on road symbols. Masks are represented as traffic cones, explosives as warning signs and map segments as tourist information signs (nice touch!). Like the mazes, new characters can be saved for later use.

Using the Game Player you can test out your new creations. Any maze can be used with any of the sets of characters, which are loaded in before each new game. Gameplay is identical to that of the original *Xor*. I'm glad to see the inclusion of features like 'piano' and 'forte' which allow you to decrease/increase the music volume, and the 'replay' option that enables you to review your previous turn – it can be amusing to see your errors speeded up.

A new facility is the option of a screen dump of any part of the current maze. This is useful if you are stuck on one particular section and want a rough copy that you can work on before committing yourself on-screen. If you successfully complete a maze, you are given the option of saving the game to disc. This effectively saves the solution of the maze.

If you have forked out the £10 for the original *Xor*, the additional cost of £15 for the designer might seem a bit steep. All you are really getting for your extra money is a facility to create new mazes, which you will probably end up playing! I think the price should be lower, say £9.95, with the original *Xor* game thrown in for free. If you are one of the people who prefer to think up alternative solutions for crosswords (don't laugh, they do exist!), this could be right up your street.

Xor for Schools is essentially the same as *Xor Designer* but with more examples of mazes and character definitions. There are also some teacher's notes including a brief synopsis of *Xor* and answering questions like 'how can *Xor* be useful to help practise thinking skills?'

The price of £26 seems a lot for something which in a simpler, though similar, form (*Xor Designer*), only costs £15.

Logotron, Dales Brewery, Gwydir Street, Cambridge CB1 2LJ. Tel: (0223) 323656.

REVIEWS

HARDWARE

HARD AND FAST

With the price of Winchesters dropping, a hard disc becomes an attractive proposition. Steve Mansfield reports

Heaps of hard discs; some of the machines on review

I know that file is somewhere. I distinctly remember saving it on a disc. Now if only I could remember which disc.

How often have you had that problem? One obvious answer is to put all your files onto one disc. It would have to be a pretty big disc, but fortunately that's not a problem any more.

Hard discs – also known as Winchesters and less elegantly as 'winnies' – can hold more data than the mind can comfortably imagine. Capacities of up to 20 megabytes are now very common, and it is possible to get discs which will hold several hundred megabytes of data.

The discs themselves are permanently fitted, but with that type of capacity you wouldn't want to change discs too often anyway. There are other advantages too.

The disc spins constantly, so there's no wait like there is when a floppy drive coughs into life. That makes access times – how long it takes to get data on to or off the disc – much shorter. Sometimes you'd be forgiven for thinking that the data was actually in memory, because access to it is almost instantaneous.

There can be a few surprises, however. I use *ViewStore* to manage a large database of names and addresses. It's on an ADFS disc for the simple reason that I need the storage capacity. The problem is that using ADFS on the Master can be frustratingly slow. I was hoping that switching to a hard disc would speed things up. It did – but not by much. Although it cut out the time usually taken by the floppy disc drive to get up steam and put the head in position, once it was reading or writing the data the difference in speed was minimal. In other words, the problem is often to be found in the software.

For most applications, however, disc operations are improved dramatically. And that doesn't just mean that you spend less time waiting for something to happen. It also means you can start using some of the advanced programming techniques that are so tedious with floppies.

For example, to help overcome problems with the BBC micro's limited memory, you can use program overlays – loading in whole sections of code as and when you need to run them. And you can use the disc as 'virtual memory'.

Cheaper discs

It may seem surprising that hard discs haven't become popular before. The reason is quite simple – the price of them. Until recently Winchesters were expensive. But like so many other pieces of computer equipment, the prices have started to fall, putting hard discs within the reach of home and small business users.

Acorn has been in this market for some time – it had to be. There's no sensible way of running a network off floppies. So Acorn's products are designed to fit in with its Econet system.

But you don't have to be running a network to make use of hard discs. They have advantages for the single user too. So most of the better-known disc drive suppliers have added Winchesters to their

ranges. We were supplied with 20Mb samples by Akhter, Viglen, Technomatic, Watford Electronics and Amcom, but there are other companies producing them.

My main impression of these units is how little difference there is between them. Although I didn't bother opening them up, the Akhter 'User Friendly' drive appeared identical to the Watford and Technomatic models – which isn't all that surprising. Most suppliers get their products from a fairly small number of OEM manufacturers, so that most differences come down to the price and the name on the front. Of these three, the Watford unit, which comes with the ADFS ROM you'll need to use it, is the cheapest (see price list).

Of the units we looked at, the Amcom drive is the odd one out, as far as looks are concerned. It comes in an extremely large case – far larger than necessary, although it does look pretty robust. One novel feature is that the drive is lockable. Instead of an on/off switch, it's supplied with a key. The

H A R D W A R E

company also supplied a 10Mb tape streamer which uses the same casing.

The discs come already formatted, and usually contain some utility software. The Akhter drives had very little, however – just one program called 'defects'. When I ran it the program replied with the message 'NO!', and that was it. I suppose I should be reassured.

When I plugged in the Watford drive I got a strong sense of *déjà vu*. Not only is it physically identical to the Akhter unit, but was supplied with the same software.

Amcom supplies a range of programs, including one which allows you to load the contents of your floppy discs on to the Winchester easily.

The Viglen drives have a suite of programs, most of which are similar to the standard ADFS utilities, but with a couple of additions. One of these is an intelligent backup program for use with tape streamers, floppies or another hard disc.

Technomatic has gone one better, supplying a complete WIMP-based front end system. This wasn't finished on our review sample but from what we did see it looks quite good. As well as helping you find your way around the disc, the system also has all the usual utilities.

Higher capacity

Other options are available; higher capacity discs are common, and as well as stand alone units you can get discs mounted in monitor plinths. Akhter supplied us with its UFD 2000 which, at £900, is an expensive way of propping up your monitor, but fortunately it comes fitted with a 20Mb Winchester and an 80-track, double-sided floppy disc drive.

By now you probably want to know just how fast these discs are. There are plenty of benchmarks around, but they tend to be pretty meaningless in practice. Instead I decided to take a typical application and see how the discs performed.

I chose the Viglen to represent Winchesters – mainly because it was the one attached to my Master at the time. There are some speed differences between hard discs, but in practical terms they're not worth bothering about.

The floppy disc drive used in the test was my faithful old Technomatic unit. This isn't the fastest in the world – nor is it the slowest. Indeed, as floppy drives go it's

Akhter's UFD2000 – an expensive monitor stand!

OPERATING SPEEDS			
	Hard		Floppy
To compile object code	116	166	207
To create stand alone program	7	42	97
All times in seconds			

typical of the vast majority of quality drives on the market.

Finally, I searched around for a reasonable test. It needed to be something that was disc-intensive. And I eventually settled on Acorn's ISO Pascal.

Just recently I seem to spend half my life waiting for Pascal programs to compile, just so that I can see where the latest fatal bug has crept in. Compiled languages can lead to almost psychotic frustration, and I'm now convinced that anyone considering getting deeply involved in languages like Pascal and BCPL should take into account the cost of getting a Winchester.

That's jumping the gun a little, but as you can see from the table, the hard disc does make a difference. For those impressed by numbers, the source code I used was 13,221 bytes long, and I used disc to disc compilation with the debug option off, the final object code being 3942 bytes long.

Faster than floppies

Using floppies took nearly 50 per cent longer under DFS, and almost twice as long under ADFS. As if that wasn't enough to convince me, I then took the object code and created a machine code program using the Stand Alone Generator. This is where things got ridiculous. The floppy drive was six times slower under DFS and nearly 14 times slower with ADFS. Of course, speed isn't everything. The other main advantage

to hard discs is the vastly increased storage. A 20Mb drive holds the equivalent of just over 100 sides of a normal 80-track DFS disc – although you would be surprised just how fast it fills up.

That probably sounds a lot. Well, yes, it *is* a lot. But there's a tendency to clutter up the disc with rubbish – early versions of programs that have long been superseded, wordprocessor files you'll never look at again, utilities with whose functions were forgotten long ago.

So you need to be disciplined about what you keep on the disc. Even if you're not quite ready to completely lose a file, you should put it on to a backup floppy, leaving the hard disc space free for something you're likely to need on a regular basis.

Filing system

It's worth taking a look at just how to use a hard disc. The most important thing here is the filing system. You have a choice of ADFS. . . or ADFS. This was produced with hard discs in mind. It's a hierarchical system, meaning that, as well as files you can also have named sub-directories which in turn contain files and sub-directories, and so on, forming a tree structure.

Master owners already have ADFS fitted to their machines, and so can plug in a hard disc and go without any messing around. BBC B+ owners will have to add the ADFS chip, which eats up some memory and costs a few bob, although some hard disc supplies, like Watford Electronics and Technomatic, supply the ADFS with the Winchester drive.

It's BBC B owners who have the most trouble. As well as fitting the ADFS chip you'll also want to replace your 8271 disc controller chip with a 1770. This is so that you can also run floppies on ADFS – it's not vital, but it will make backing up much easier. If you're not sure how to do this upgrade consult your dealer or ring Acorn on (0223) 214411.

Before creating directories and saving files it's worth spending a while, with pencil and paper, working out how you want your directory structure to work. Once you've created a tree of continuously branching sub-directories, it's hard to change it later.

At the top of the tree you'll want a directory called 'Library' in which to store machine code utilities, disc-based languages and other useful routines. The reason for

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this is that when you do a CTRL-Break the system automatically looks for a directory of that name and sets itself to use that as the current library. You can create the same effect manually by using the command *LIB LIBRARY.

Advantage

You're probably thinking 'so what?' Well, the advantage is that when you tell the micro to *RUN a file, if it can't find that file in the current directory it will go and look in the library. That means you can have a large set of utilities which can be used from anywhere within the directory structure. In effect, it's like adding extra commands to the operating system as, with disc systems, you can simply type a star and the filename – you don't have to bother with 'RUN'.

That applies not just to machine code utilities but to any machine code programs and also exec files. For example, in the library on my disc I keep the following exec file under the name 'Top':

```
*BASIC
*DIR
CH."!menu"
```

Whenever I type *TOP it takes me back to the root directory – by some perverse twist of logic the root is at the top of the tree in disc terminology – and runs a short Basic menu program called '!menu'.

You could write similar routines to load in sideways ROM images, which means you always have ROM software to hand.

You've probably heard that Winchesters are delicate flowers that need to be protected against the harsh realities of the world. And it's true – up to a point.

The disc spins very fast. Throwing the Winchester around the room could misalign the heads, and even cause a head crash, tearing a nasty, and often irreparable path through your data.

That doesn't mean you have to work in a padded cell. Just treat the Winchester like any other fragile object with something of a tendency to self-destruction and you shouldn't have any problems.

It's worth keeping the unit well-ventilated. They all have built-in fans, but still tend to get hot. My cat, who feels she has a divine right to sleep on my nice warm Master, quickly took to resting her head, or the other end, on the hard disc. Don't be tempted to put manuals, floppy disc drives – or cats for that matter – on top of them.

Amcoms unit contains a tape streamer

PRICE LIST

Akhter HD2000 20Mb	£700
Akhter UFD 20Mb + 80T DS floppy	£900
Amcom 20Mb	£689
Amcom 10Mb tape streamer	£1093
Technomatic P20HD 20Mb	£603
Viglen VB20 20Mb	£650
Watford Electronics 20Mb	£574

It's also a good idea not to switch the unit on and off too often. Any electrical or electronic device stands to have its life shortened by frequent switching, and the drive head is most vulnerable when it's just starting up. Many business micro owners, who are long used to hard discs, leave their machines switched on all the time, figuring that the wear and tear caused by constant use is less than that due to regular surges of power from switching on.

Backing up

One thing you should do regularly is back up your files. If your hard disc breaks down it can be disastrous if you haven't got back-ups. You probably know what it feels like when you lose a floppy's worth of files – now imagine losing *all* your files. A horrific prospect.

There are two back-up options – tape and disc. But by tape I don't mean normal cassettes. You'd have to have the patience of a saint to try to back up 20Mb or more on to cassette. Let's face it, you have to be pretty patient to use discs.

Even if you go for the highest capacity of ADFS floppies, a 20Mb Winchester is capable of holding the same as 32 double-sided, 80-track discs. If you use any other disc format you'd better invest in a few large books, as you're going to have some time on your hands.

To back-up on to disc you'll need a

utility program. If your hard disc doesn't come with a back-up utility you can always use the 'Dircopy' program supplied with the ADFS, but it can be very slow and tedious. The other option is simply to save the more important files on to a floppy disc from time to time.

Tape streamer

The tape I mentioned is a modified cassette which is used in tape streamer units. These run the tape through faster and can usually pack 10Mb on to one cassette. The problem is that they're usually more expensive than the hard discs themselves. That makes them very expensive for something that's just used for back-up. Indeed, they're only worth considering if your life – or your business – depends on having your data safe and sound.

Choosing one of these drives is tricky. The Viglen led the field in being quiet and smooth. It also booted up faster than the others. Of the three similar units – Akhter, Technomatic and Watford – the Watford drive is cheapest, but I'd still go for the Technomatic as it comes supplied with much better software.

When you buy, it's worth asking about after-sales support. No matter who they're from, hard discs can go wrong. If your Winchester contains all your programs and files this can be frustrating, even disastrous, so check out how quickly you can get it repaired or the files recovered. If you're using if for business it might be worth taking out a general service contract.

A hard disc is highly recommended for anyone who can afford it. You'll still need at least one floppy disc drive to use for transferring files on to the Winchester, but apart from that you'll find yourself using the Winchester most of the time. Now, if only I could remember which directory I put that file in.

REVIEWS

QUICK ON THE DRAW

**Watford's latest art program, *Quest Paint*, gives existing packages a run for their money.
Robert Miller checks it out, and gives some mice the run around**

Until recently, *Super Art* from AMS had been judged by many to be the definitive mode 1 graphics package for the BBC micro. But it now has a serious rival in the form of *Quest Paint*, from Watford Electronics. To complete the package, Watford has also brought out its own three-button mouse. The mouse performs well in the face of competition from AMS, Wigmore and the rest. I'll be examining this in more detail later.

Quest Paint resides in a 32k ROM chip, the type currently used by Computer Concepts in its *Inter* range. The EPROM chip sits on a tiny circuit board with an additional chip to control memory selection. The whole unit takes up just one precious socket – other companies please take note.

In addition to the mouse and chip, an instruction manual and a utility disc are provided with the package. The manual covers every aspect of *Quest Paint* and includes an indispensable chapter about getting started.

Pages are all numbered, although the Watford chapter/sub-chapter system of indexing is used throughout. This can make finding particular subjects difficult. One other niggle is in the presentation of the manual. Watford goes to the trouble of pointing out that the manual was produced on a laser printer but it has still used mono-spacing in the text and it looks as though it was produced on a typewriter! I should, however, point out that the manual is provisional and hopefully these points will be rectified in future printings.

The disc contains a number of utilities plus a selection of default files used by various functions of *Quest Paint*. The programs include an extended picture creator allowing pictures larger than a single screen to be drawn. When using an extended picture within *Quest Paint*, a small hand icon is used to allow you to pan the whole screen in any direction. This option is actually a utility on the disc.

A printer customiser is included to allow compatibility with as many printers as possible; something which can usually be quite a headache. The final utility is a

Screens from *Quest Paint*

Frankly, my dear. . .

A small step for a computer

stand-alone star command to load pictures created with *Quest Paint*, complete with their respective palette. Screens can be loaded directly without having to change load addresses or worry about palettes.

As *Super Art* has been around for the last two years, Watford has had plenty of time to watch the competition and discover what the user wants. The result is an

extremely comprehensive and professional art package. Although there are one or two minor omissions, the scope and range of facilities should satisfy all but the most specialised of users.

The package is designed to work on all types of BBC micro, though some functions only work fully with shadow and sideways RAM fitted in the machine. The differences are only minor – for example, you must have sideways RAM fitted to access two menus simultaneously.

The facilities available cover all the usual functions, like rubber-banding, circles and ellipses, flood filling, zoom and cut and paste – the list is extremely long, so rather than go through every function, I'll concentrate on what makes this particular program stand out when compared with other graphics packages.

With the ROM installed, you are ready to begin. Issuing a *PAINT command (or *WPAINT to avoid possible ROM clashing) clears the screen and puts you in *Quest Paint*. You're faced with an empty screen – no cluttered borders, no fancy icons hanging in the wings; just a solitary pencil inviting you to draw.

Being keen to get down to some serious graffiti, the manual received no attention whatsoever and I went headlong into my first masterpiece. As I tried every combination of buttons possible, the screen soon filled with garbage. Menus appeared from nowhere and disappeared just as quickly. I soon discovered that reading the manual was essential in order to get recognisable doodles. Sixty pages later – and wiser – I was finally ready.

As mentioned earlier, the whole screen is available for drawing. If and when a new function is required or a new colour is to be selected, the respective menu can be called up with a click on the mouse's right button. There are two main menus available, the utilities menu and the palette.

In addition to the two menus, the mouse's middle button can be used to select further functions. These options are referred to as tools, and consist of an eraser, a zoom function and panning. One

SPELL Master ✓

Spellmaster contains 59,536 separate English words stored in 131,072 bytes in one chip

- Compatible with all BBC models
- Works with INTER-WORD, WORDWISE PLUS and VIEW
- Checks spelling at up to 10,000 words per minute.
- Checks text as it is entered

SPELL-MASTER ROM

This is the first completely ROM based spelling checker in the world. As a result it out-performs all known spelling checkers on this machine or any other micro-computer. The single 128K EPROM contains over 59,000 separate words and 22K of program.

Compatible with all BBC Micros

Special switching techniques ensure that the 128K ROM appears to the machine as one single 16K ROM - this guarantees that it is completely compatible with the ROM sockets in all versions of the BBC Micro- computer.

Compatible with all the major word processors

SPELL-MASTER has been designed to fully integrate with the most popular word processors on the BBC, WORDWISE and WORDWISE PLUS, VIEW and of course INTER-WORD. While editing in these word processors all that is necessary to control SPELL-MASTER is to press one CTRL key (Usually CTRL-J). This causes a menu to appear listing a variety of options such as 'Check entire text', 'Check word at cursor', 'Continuous check - on/off' etc. Text is checked directly in memory while in the word processor. There are even short-cuts to the menu, for example, pressing CTRL-V in any of the above word processors will start checking the text immediately from the current cursor position. Compare this with the process of checking text in the most highly rated competitive product - VIEWSPELL.

VIEWSPELL	SPELL-MASTER
•Save text from word processor.	•Press CTRL-V
•Enter spelling checker.	
•Load text into spelling checker.	
•Check the text.	
•Go back to word processor.	
•Load marked text.	
•...finally, make corrections.	• make corrections.

Check entire text

In a word processor, SPELL-MASTER can check at up to 10,000 words per minute. Whenever a word is indicated as misspelt the user is given three simple choices. Replace the word with another selected from the dictionary, ignore the word altogether or add it to a user dictionary.

Check as you type

Because the dictionary is ROM based it is possible to check words as they are typed. This feature works with all the above named word processors and does not slow the operation of the word processor at all. Whenever an incorrect word is entered the computer will bleep; the word may then be corrected or simply ignored.

User Dictionaries

SPELL-MASTER supports extensions to the main dictionary in sideways RAM or ROM. This has the advantage that there is no speed degradation when checking against user dictionaries, since there are no disc accesses required at all. Once a word is added to a user dictionary it is treated as if it is present in the main dictionary.

SPELL-MASTER can support a number of separate dictionaries at once, each sideways RAM or ROM holding up to 3000 additional words. Once a dictionary has been created it can be 'burned' into an EPROM to form a permanent extension to the main dictionary.

Provision is made for editing any dictionary extension, for adding or deleting words in bulk, and directly loading or saving user dictionaries from or to sideways RAM.

Additional star commands

These can be issued from any language ROM such as spreadsheets or BASIC (they can even be included into BASIC programs). Some of the 8 commands are:

*CROSSWORD - Will search the entire dictionary for words that exactly fit the search pattern. For example *CROSS. ##M#U#ER would list ARMOURER, COMMUTER, COMPUTER. It takes about 8 seconds to check against all 59,000 words.

*ANAGRAM - Will list all the words in the dictionary that contain the same letters as those specified.

*FUZZY - Will list all words that sound something like the one you are searching for. If you are not sure of the spelling of a word then entering the approximate spelling here will generally list the word you are looking for.

Price: £59.00 incl.

Upgrades

Owners of the older two chip versions of SPELL-MASTER can upgrade to the single chip version for £25.00. However this new version is functionally equivalent and so it should not be necessary to upgrade.

2nd processors

Due to its unique design SPELL-MASTER will not work with word processors running on the 6502 2nd processor, although there are facilities provided for checking long text files.

nice thing about the eraser is that it stays on screen when you are actually using it. This makes it much easier when carrying out delicate deleting.

Choosing the zoom facility causes a window, an eighth the size of the screen, to appear at the base of the screen, and a tiny magnifying glass icon replaces the cursor. By moving the glass over the area to be magnified and pressing the relevant button, a zoomed image appears in the window. The magnified image is four times the actual size, and can be magnified further to eight times.

The majority of functions available in the utility menu can be found in other art packages. What makes *Quest Paint* so versatile is the addition of a sub-menu which allows you extensive control over each function. These sub-menus vary in content from function to function although some options remain common throughout.

One such option is 'protect'. In practice, this is a method by which masking can be achieved. If, for instance, you had drawn a red wall and wished to draw an object to be seen through a hole in the wall, then by marking red in the protected colour palette and choosing the 'protect' option from the sub-menu, all subsequent drawing over red will be ignored.

Another similar option which allows selective use of colours is 'transparent'. Normally, when using cut and paste, all graphics enclosed within the cut box are copied or moved to the resulting paste box. If the 'transparent' option is used, it's possible to superimpose drawings on top of other pictures without losing any of the background detail.

The masking provided with 'protect' and 'transparent' makes the cut and paste functions very powerful. Another useful option rarely found elsewhere, is the ability to scale cut-outs. Parts of the screen can be shrunk down or stretched to order. Cut-outs can also be rotated through units of 90 degrees and/or reflected in X or Y axes.

As well as allowing the user to mark colours for the 'protect' and 'transparent' options, the colour palette menu also gives access to a selection of brushes. Eight brushes are available, all of which can be defined by the user on an X–Y grid. Pattern design is catered for similarly, with eight different designs being available. Brushes and patterns can both be saved to disc, and various examples of each is supplied on the utility disc.

In most art packages, provision is given for drawing triangles and rectangles. *Quest*

Mouse magic; (left to right) Quest, AMX III, and Nidd Valley mice

Palette and option menus, including 'protect' or masking, available in *Quest Paint*

Paint goes 14 better, allowing any regular polygon of up to 16 sides. These can be either outline or solid.

Sometimes when drawing, you may need to repeat a shape over an area. The option 'use last' is provided in the sub-menu so that multiple copies of shapes can be drawn. By using another option – 'repeat', in conjunction with 'use last', the last shape

drawn can be continuously used for drawing – effectively like a brush. This method will work for most of the functions available, allowing for an almost infinite selection of brushes to choose from.

Brushes are fine for slapping on colours, but when some kind of texturing is required, an airbrush is essential. In most art packages, the airbrush is just a brush

consisting of a number of dots in fixed positions, *Quest Paint*'s airbrush is better with dots of the current pattern/colour being sprayed at random over the given area. The area covered by the airbrush can be one of four, giving effects ranging from a dotted line to a wide spray.

Diagrams can be labelled using one of four fonts available in *Quest Paint*. The fonts are available in either roman or italic. Text can be positioned anywhere on screen and can also be of any size, both vertically and horizontally. It is displayed by first inputing the string, then drawing a box and size into which the text will be placed. One option which is lacking is the ability to design your own fonts. An additional 24 fonts are available separately for £12, although a font designer on the utility disc would have been useful.

One facility, not found in any other art package to my knowledge, is the ability to access a digitiser from within the program. The digitiser in question is Watford's own model – nice marketing lads! When the option is chosen, *Quest Paint* activates the digitiser and an image is passed back. The digitised picture produced can then be manipulated just like any other picture. Of course, if you have a different digitiser, there is nothing to stop you from pre-recording screens and then transferring them to *Quest Paint* at a later date.

I have intentionally missed out standard functions – rubber-banding, ellipses, and so on – in order to concentrate on the unique features offered. As a measure of what is contained with *Quest Paint*, I would say it had all the facilities of *Super Art* plus the ones I've covered here.

Although extremely comprehensive in its content, there are one or two features which could complete the package. Useful additions would be a true cut and paste allowing you to cut out any shape with the mouse; variable rotation of shapes (not just in 90° steps); and perhaps some new or user-definable fonts.

All in all, *Quest Paint* is a very professional package. It contains virtually every function that the budding artist would require. As a result, it appears rather complex at first, but by reading the manual a few times and experimenting with all the functions, it is possible to get to grips with *Quest Paint*. Having used it now for about a month, I find it quite easy, given time, to run off the odd masterpiece.

At £67.85 (including the Quest Mouse), this package represents excellent value for money. If you are interested in computer

A MOUSE FOR ALL SEASONS

Art packages come into their own when used with some form of hand-held input device – and the mouse has become the most popular. Watford has now introduced its own mouse. Dubbed the Quest Mouse, it comes in an attractive two-tone grey with three buttons sloping away from the user. A rubber-coated steel ball is used to give the mouse good accuracy while at the same time making it feel substantial.

The rubber-coated ball means the mouse works well on a variety of surfaces. I've used it on wood and plastic laminate with no loss of control. The mouse casing, although angular, is nicely rounded and comfortable. Button travel appears to be just right — not too far so as to tire the fingers, while at the same time not being too sensitive. The mouse is compatible with AMX software and so should also work with Peartree's *Artist* program. I tried it with *Super Art* and found it functioned well compared with the AMX mouse Mk II.

AMS has also released a new AMX mouse, while Nidd Valley has improved its existing model. The new AMX model is the one that Acorn has badged for use with its Archimedes series of RISC-based computers. If you have been unable to use the new machine, you should at least be able to get in a bit of practice with the mouse! The mice differ only in appearance; the Archimedes mouse has a cream body with grey buttons, while the AMX mouse has a grey body with red buttons. The buttons hardly move at all, but they give a satisfying click when pressed. A resin ball is used, and the mouse is accurate over most surfaces. As the ball is plastic and not metal, the mouse is surprisingly light, but the ball is sprung to compensate. It may be interesting to note that it is manufactured in Switzerland, perhaps there's some connection with the cheese industry!

The Nidd Valley digital mouse has

been around for about a year, and Dave Atherton reviewed the first version in the February 1987 *Acorn User*. Since then the button switches have been improved and the ball changed.

Not having used the original version, I can't compare the two, just make judgements on the updated mouse. The case is larger than that of the others reviewed here, and felt solid, if a little chunky. The three buttons sit proud on the edge of a sloping front. The buttons require a greater amount of pressure than the others do to function correctly.

The ball is made of solid rubber (doubling quite well as a toy for my cat!) and works well on almost any solid surface. A seam left over from when the ball was moulded can cause it to jam occasionally, although, after some use, it slowly wears away.

One nice feature, not found elsewhere, is the inclusion of a linear-lock switch which allows horizontal or vertical lines to be drawn free-hand — but this works only with Nidd Valley's own software. In use, I found the Nidd Valley mouse to be slightly less responsive than the other two and its larger size made it feel uncomfortable with prolonged use.

In the end it is really a battle between Watford's Quest Mouse and the AMX Mk III model. They compare favourably on the three Cs — construction, control and comfort.

One alternative to using mice is a Trackerball. These first appeared in military equipment for missile guidance and later, in arcade games such as *Missile Command*. The high degree of movement and accuracy needed has been carried through to the Marconi Trackerball (used by Acorn with its Domesday videodisc system), making it a good tool for use with art packages. The Trackerball is compatible with the AMX mouse and should therefore work with AMS's *Super Art* and Watford's *Quest Paint*.

art, then this is the program for you to buy. Given time, I can see no reason why *Quest Paint* shouldn't take on the title of the definitive art package available for the BBC micro to date.

The Quest Mouse is £40.25, Quest Paint costs £44.85, or buy mouse and software together for £67.85, from Watford Electronics, Jessa House, 250 Lower High Street, Watford WD1 2AN. Tel: (0923) 37774.
The new AMX mouse is £39.95 from AMS

166-170 Wilderspool Causeway, Warrington WA4 6QA. Tel: (0925) 413501.
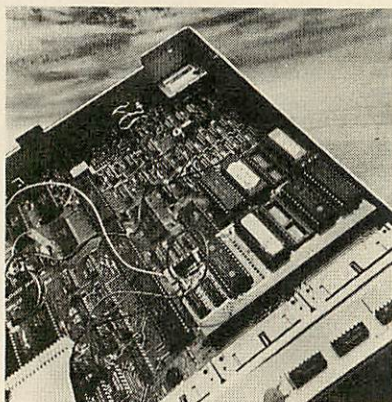*The Nidd Valley mouse is £34.95 from Nidd Valley Micro Products, Thorpe Arch Trading Estate, Wetherby, West Yorkshire. Tel: (0937) 844661.*
The Marconi Trackerball costs around £47 from Marconi distributors. For more information contact Marconi Electronic Devices, Power Division, Carholme Road, Lincoln LN1 1SG. Tel: (0522) 29992.

VIDEO BY NUMBERS

**Digitisers let your computer use complex images without drawing.
Malcolm Banthorpe looks at two popular models**

The Watford digitiser can produce images like this Coke can

Video digitisers provide a way of converting a video picture from a camera or video recorder into a form that can be used by the computer. In November 1985 I wrote about video digitisers in general and the RH Electronics digitiser in particular. Since this unit is now unavailable, I have looked at two more digitisers, from Data Harvest and Watford Electronics.

Digitisers employ, as part of their hardware, an analogue to digital converter which is generally capable of resolving either 64 or 256 levels of grey within the picture. As the micro is capable of displaying only up to eight levels (or 16 in some cases, if pixel dithering is used), the choice of exactly which levels out of the 256 or 64 are displayed, is made by the digitising software. In neither of the units looked at was this choice easily changeable by the user: this would be a major drawback for some applications.

With only four or eight levels available it's impossible to achieve any degree of subtlety in the shading. If you look at the pictures accompanying this article, you'll see one way I found of achieving a smoother shading effect.

This effect was achieved by deliberately operating the camera under very low light conditions, which in turn required that the digitiser be operated at a high gain setting. This tends to make the pictures very 'noisy' with lots of random dots. Although video noise would be considered as something to avoid in most situations, it can be turned to advantage with a digitiser of the simpler type. By deliberately using a noisy picture source, the hard boundaries between the four levels in mode 1 pictures are softened by a random dithering effect. The result gives a more pleasing pictorial effect – rather like a grainy photograph.

Data Harvest's Video Interface comes in a black plastic case, approximately six inches by four inches by one inch and has a separate, compact power supply with an *integral* 13-amp plug.

The rear panel has a BNC socket for video input, a power input jack and a

20-way socket, for connection via ribbon cable to the BBC micro's user port. The front panel has red, yellow and green LED indicators marked respectively, 'power', 'sync' and 'busy', and two screwdriver adjustment slots marked 'sync' and 'gain'.

With a video signal present at the input socket and the sync control set fully clockwise, the yellow lamp should glow. The control must then be backed off as far as possible, while keeping the lamp glowing steadily. Depending on the signal source, this adjustment can be quite critical: if it's set too high, the digitiser can trigger on a sharp brightness transition in the picture rather than on its sync pulses. This is particularly the case when trying to capture a frozen frame from a domestic video recorder. Once set up for a particular video source, no further adjustment should normally be required.

The gain control may need more frequent attention, according to the picture content, to obtain optimum results. I would prefer to have seen a proper rotary control with a knob on the front panel,

rather than a screwdriver slot for this particular adjustment.

Software is entirely on disc and gives the following options: capture image, load from disc, save to disc, change mode, change palette, load or save palette, invert image, dump screen to printer.

At any point, pressing Escape will display the current image captured while the space bar will return you to the menu.

The software default to mode which gives only four grey levels, but modes 0, 1 and 2 can also be selected, according to the resolution and number of grey levels required. This gives up to 16 levels in mode 0, with 160 x 128 pixels resolution. In mode 1, seven levels are possible, eight in mode 2.

In modes 0 and 1 resolution has been sacrificed to allow more grey levels to be represented by means of pixel patterns.

I found that too much colour saturation in the source picture could cause problems of patterning and distorted grey levels.

The manual supplied, as well as giving general operating instructions, has a

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number of hints for those wishing to write their own software. There is also a brief discussion of image processing with some useful equations for the more technically minded and a book list for those wishing to pursue the matter further.

Watford's machine

Watford's Beeb Video Digitiser comes in a very compact box measuring approximately four inches by five inches by two inches. Its connection to the BBC micro is via the user port and the unit takes its power from the micro's own supply via this connection. Power consumption is about 300mA, which should cause no problems normally, but may be pushing things a bit too far if there are already other peripherals connected to the internal power supply.

The software to drive the digitiser is supplied as a ROM and offers eight commands to create and manipulate images, all of which may be called either direct from the keyboard or from a Basic program.

As with most digitisers, the picture can come from almost any video source; a camera or recorder are the most obvious choices. Most cameras, either colour or black and white, can be used but a few older or very cheap models which have random interlace are not suitable: it would therefore be wise to check with a dealer if you're not sure whether your own model falls into this category.

A three-position switch on the front panel of the digitiser allows it to operate with screen modes 0, 1 or 2. The resolution and number of the grey levels in the digitised image is directly related to the number of colours available in the screen mode chosen: colours rather than pixel patterns are used to represent the different levels. Therefore mode 0 gives 640 by 256 resolution with two levels, mode 1 gives 320 by 256 resolution with four levels and mode 2 gives 160 by 256 with eight levels; the eight flashing colours are not used. The time taken to capture a picture is just under two seconds. So in the case of a video recording, a freeze-frame facility will be necessary, unless it is a specially shot scene without any movement. A video recorder giving a steady freeze-frame without jitter is essential for good results.

The front panel of the unit also has two rotary controls by means of which the

A picture from the Data Harvest machine

black and white levels of the image can be controlled. This helps to make best use of the limited grey scale, by making the darkest parts of the picture black and the brightest parts white.

Automatic control of these levels by the hardware is also available and while it works well to give a reasonable result quickly, I found that in most cases it was worthwhile taking time to set up the levels manually for optimum results.

The ROM software includes two screen dumps with shading for use with Epson-compatible and Acorn/Olivetti Spark Jet printers. Images in any of the screen modes produced by the digitiser can be saved to the current filing system, without loss of detail, in a compressed form. The amount of disc storage space saved will depend on the amount of detail in the picture; whereas 20k would normally be required for any of these modes, an average picture may well be reduced to 12k or possibly as little as 1k for a very simple picture. The mode 1 pictures which accompany this review, all of which contain quite a lot of fine detail, showed savings of 3k to 6k each when saved using this compression routine.

Images stored in compressed form will only be displayable on a machine containing the Watford ROM, as the appropriate data expansion routine is required, but there is nothing to stop images for general use being stored in the conventional manner, for example:

```
10 MODE 1
20 REPEAT
30 *IMAGE
40   UNTIL INKEY-33
50 *IMSAVE PICTURE
60 END
```

For those who have an AMX mouse, the ROM allows pictures in any of the digitiser's three screen modes to be masked and converted into mode 4 screens ready to be loaded into the *AMX Art* program, either to be modified or to serve as the basis for a sketch. In this case the colours in the original picture are converted into black and white pixel patterns in mode 4.

This digitiser represents quite good value for money, the price being at a level likely to be considered affordable by many home users. It works well, given a good video source. The ROM software offers the sort of routines that most home users are likely to find attractive.

Each of the digitisers appeared very similar in hardware performance. The main differences were in the software supplied. Again, each version was reasonably easy to use and in no case was it difficult to achieve quite pleasing results – given a good video source. Consequently it's difficult to recommend a model, as whichever is more suitable will depend on your application. The choice of graphics modes, resolutions and grey levels may make you choose one over the other.

The Data Harvest unit, while more expensive, would probably be most suitable for serious industrial or educational applications where some degree of image processing and analysis is required. This unit also comes with menu-driven software which demands no knowledge of programming, whereas the Watford unit needs a minimal understanding of the subject.

My own choice for home use would probably be the Watford unit as it would satisfy most of my requirements for a digitiser at reasonable cost. The black level and gain controls were easier to use. I also liked the way that the picture capture and manipulation commands can easily be incorporated into the user's own programs. On the negative side is the lack of information in the manual for those who wish to write their own software at assembler level.

Video Interface is available from Data Harvest, 28 Lake Street, Leighton Buzzard, Beds LU7 8RX. Tel: (0525) 373666. Price: £174 plus VAT.
Beeb Video Digitiser is available from Watford Electronics, 250 Lower High Street, Watford, Herts. Tel: (0923) 37774/40588. Price: £109 plus VAT.

B O O K S

WHAT A LOVELY VIEW

'View' by Bruce Smith, Dabs Press, £12.95

At last! Just when we'd almost given up hope, a comprehensive guide for *View* users has arrived – and not a moment too soon. All we've had un-til now has been Acorn-soft's reference guides, which fall far short of explaining how to stretch the word-processor to its full capacity.

But patience has finally been rewarded. Our saviour is the indescribable, the inde-fatigable, the indefensible but never indo-lent Bruce Smith. (We'll explain the long words to you later Bruce.)

Called simply *View*, it comes from a new publishing house, Dabs Press. It's the first of what is promised to be a series of Dabhand Guides. This inaugural effort in-cludes not only an extensive introduction and tutorial on *View* but also covers *ViewSpell* and *ViewIndex*, written in the usual cheerful Smith style.

Acorn is not providing proper guides to *View* or *ViewSheet* with new Masters or Compacts – demanding instead you to shell out for its guides – the Dabhand alternative is a better option.

This is the first computer book I've read in bed for pleasure rather than to cure insomnia. In fact it's even had me springing out from under the duvet after midnight, bounding back downstairs to try out some of the tips included within its 248 pages.

The book begins with an easy-to-follow introduction then proceeds to explain step-by-step, plainly and simply, how the va-rious features of *View* operate.

Even if you already have Acornsoft's *Into View*, the new Dabhand reference should still teach you a lot you did not already know and provides an equally useful tutorial for *ViewSpell* and *View-Index*. At last, even I understand how printer drivers work – I think.

For experienced *View* users, the most immediate benefits are the utility listings – though it's probably easier to buy the program disc which accompanies the guide for an extra £7.95 (DFS 5.25-inch disc) or

£9.95 (ADFS 3.5-inch disc) to save errors.

Included are a printer driver generator, a front-end *View Manager*, a shadow ROM image for *View Help* and several other helpful knick-knacks.

Bill Penfold

PROGRAM IN PASCAL

'Pascal Programming', by Chris Hawks-ley, Cambridge University Press, £5.95

The majority of home micro owners learn Basic and nothing else. It's the language that comes with the machine and, having been introduced to the arcane world of programming in this way, it's difficult for people to switch to other languages later.

For that reason, most introductions to programming are based on Basic. That's why Chris Hawksley's book is such a pleasant change. He's writing mainly for college students who need some computing knowledge to support their main subjects. So Hawksley was not restricted in his choice of language, and his decision to go for Pascal is a logical one – it's a widely available language with a lot of features to recommend it to learners, not least because it encourages well-structured programs. The version of Pascal used in the book is the ISO standard version, which is avail-able on the BBC micro.

The book serves as both a good intro-duction to Pascal and as an easy way into programming in general. People who already have a reasonable knowledge of Basic programming will find it a little slow going at first, but by putting programming concepts in the context of another language it helps to shed a new light on them.

Even if you go back to Basic after reading the book, you're likely to write better programs – especially as BBC Basic has a number of Pascal-like features.

Steve Mansfield

DATA ON DATABASES

'Brit-Line', EDI, £40

On-line information retrieval abolishes the problem of finding sources. Electronic searching means time spent combing refer-

ence tomes is saved but, more importantly, searches which would be impossibly com-plex to do manually are easy.

Even at £40 a copy, or £75 for a twice-yearly subscription, a reference work like *Brit-Line* will quickly pay its way for anyone involved in extensive research. Its 376 pages contain pointers to hundreds of databases and the cross index is an invalu-able aid to research.

It opens with the basic information needed to go on-line. This covers types of terminal and information format, a jargon glossary and background features on issues around electronic information retrieval.

One such is Strathclyde University libra-rian Lizzie Davenport's account of her first encounter with ALANT, the American Library Association Network. 'And the devil, taking him up into a high mountain, showed him all the kingdoms of the world', but 'an hour or so of running time . . . convinced me that the network was a force for good'.

The meat of the book is the 326-page directory. It is divided into categories from agriculture to veterinary science. The general information category ranges from the British Library's *Blaise-Line* to a joke database. Sub-headings include host/producer, subject, content, cost, the quantity of information and frequency of update and the book includes an example of what you get from each database.

Special sections cover electronic mail and miscellaneous on-line services – an on-line book ordering service and a commercial information exchange service feature here.

For serious searching, the indices at the back are invaluable. One may search by information producer, database, host (the parent database organisation) or, most use-fully, using the cross index. This is divided into the major topics of the front contents page, but defeats the problem of rigid sub-divisions. For example, the database *Geoarchive* appears under earth sciences, energy, and life sciences. Database addres-ses and electronic mailboxes are included.

Potential users include journalists, busi-ness people, scientists, teachers and anyone who needs information. Contact EDI, Westlands Cottage, Green Lanes, Shipley Bridge, Horley, Surrey RH6 9TG. Tel: (0293) 773675; Telecom Gold 76:SJJ 161.

Manek Dubash

EDUCATION

N E W S

News in brief

■ Fearnleaf's latest 24-page catalogue has just been issued containing a variety of new releases including *Castle Under Attack*, *The Normans: Resources Pack* and a series of compilations of educational software. It points out that all its packages are now available for all of the versions of the BBC micro.

■ Ega Beva Software, which was taken over a little while ago by SESS in Bristol, is on the move again. Meyers Leisure Products has taken over the entire catalogue of Ega Beva products. The titles range from nursery to computer studies, and many support the Concept Keyboard. Meyers intends to cut prices sharply and there will be further discounts for quantity orders. Concept Keyboard users may find this company a good source of materials if they have not already tapped into it.

Contacts

Topologika, PO Box 39, Stilton, Peterborough, PE7 3RL. Tel: (0487) 831153.
Meyers Leisure Products, Turners Tower, Faulkland, Avon BA3 5UP. Tel: (037387) 459.
The Historical Association, 59a Kennington Road, London SE11 4JH. Tel: 01-735 3901.
Fearnleaf, 31 Old Road West, Gravesend, Kent DA11 0LH. Tel: (0474) 359037.
Soft-Teach, Sturgess Farmhouse, Longbridge Deverill, Warminster BA12 7EA. Tel: (0985) 40329.

Out to get the giants

The first release from a new company – Topologika – is *Giantkiller*. It is based on Jack and the Beanstalk, which seems inappropriate for the 10 to 14 year-old target age group, but all the puzzles are based on fundamental mathematical activities: calculator work, spatial investigations, co-ordinates, tessellations, topology and map work. The program was written by Peter Killworth, who is best known as the author of the early Acornsoft adventures such as *Philosopher's Quest*.

Topologika claims that the program will replace favourites like *L* and others in the junior/secondary age range.

The program loads in its entirety into memory and therefore the disc may be booted up in a number of machines at the same time. With the program disc there is a 24-page teacher guide complete with detailed maps and all the answers plus a 16-page children's guide with copyright-free worksheets and keycard. The package costs £16 for all BBC micros and £18 for the Compact.

Symbolic science

Users of micros for scientific purposes will welcome the *Sciways* ROM from Mahew Telonics, which allows the printing of over 350 science-based characters on the screen Epson-compatible printer. It supports chemical and mathematical symbols, the Greek alphabet, superscript, subscript and user-defined characters. The package links into its wordprocessors and may be accessed from Basic. It costs £33.50 for the BBC B, B+ and Master 128.

$$H-\overset{\overset{\displaystyle H}{|}}{\underset{\underset{\displaystyle H}{|}}{C}}-\overset{\overset{\displaystyle H}{|}}{\underset{\underset{\displaystyle H}{|}}{C}}-\overset{\displaystyle O}{\underset{\displaystyle OH}{C}}$$

$$\Delta H^{\ominus} \approx -241 \ kJmol^{-1}$$

$$\int_{0}^{2\pi} \theta^2 \ d\theta$$

Useful symbols from *Sciways*

Quite right

Soft-Teach Educational has just released its new introductory wordprocessor – *Quite-Write*. The package has been developed with an English teacher doing research at Bath University into the effect of wordprocessing on children's writing. Classroom experiences in the use of wordprocessors have been taken into account, and Soft-Teach reckons that its package provides a straightforward and non-threatening environment for introductory work in this area.

The package, costing £20, operates in mode 7. Most of the editing options are displayed on-screen as and when they are needed. It comes with exercises, available both on workcard and disc, which help beginners come to terms with such topics as 'Move and Copy', and 'Delete, Insert and Find'. There are supplementary exercises which encourage the user to develop the skills learned earlier in real situations.

Computers – a thing of the past

The Historical Association's recent report *New History and New Technology* explores curricular issues and the range of information available on classroom practice and materials.

The authors conclude that new technology can improve the quality of teaching, and can enable information to be handled efficiently – particularly important in an information-rich subject like history. In addition they believe it encourages cross-curricular activities, and helps in the effective presentation of information.

New History and New Technology is concise and readable, and should be useful to IT advisers in persuading their history-teaching colleagues of the advantages of computer-based teaching.

PLAY THE GAME

Computer games aren't just for fun – they can be valuable educational tools in the classroom

Chris Drage and Nick Evans

Computer-based adventure programs can generate a creative and imaginary world in the classroom. Experimentation with ideas, discussion, formulation and sharing of strategies, drama and simulation all feature largely in adventure programs. Traditional drill-and-skill teaching has no place in the exciting world generated by the micro. The micro is better used by teachers in a resource-based approach to education, in which children are actively learning and where teachers are not actively teaching. But for success the teacher must be prepared to adopt a managerial role: the micro is used to make the classroom a much more exciting and stimulating environment.

What are the most important criteria for selecting a good adventure program for use in the school environment? We can identify four important points:

■ The content must be fresh and completely original

■ The content should encourage work across the curriculum

■ The software design and materials should meet the needs of large groups of children, not just individuals

■ The software should encourage a good deal of work away from the computer

During the past year a number of adventure packages for children have become available which fulfil all of these criteria. This month we take a look at a few of the best of these, and give some general tips for their use.

Balance

Adventures for low attainers are difficult to come by. *Farm* from NORICC attempts to redress the balance. Being entirely Concept Keyboard based, children must explore a colourful overlay depicting a farm scene, in order to collect food from around the farm. A variety of problems have to be solved to enable all the possible foods to be collected. The program aids the development of reasoning, problem solving, reading and comprehension skills. *Farm* will certainly encourage group discussion, co-operation and decision making among nine-year-olds and above, and indeed it's equally challeng-

Space Mission Mada's entertaining graphics

ing for the more able of younger children.

Those who have enjoyed *Droom* from RESOURCE can now revel in its sequel: *Dust*. This is an adventure program specifically aimed at supporting a thematic approach to the curriculum, both in terms of creative, linguistic and mathematical experience, and in terms of transferable skills and processes. *Dust* provides primary teachers with an excellent vehicle with which to integrate mathematics into all areas of the curriculum. Although the program is set in the context of a story centred around the planets in the solar system, progression through most of it depends on the solution to a number of problems and puzzles. Like *Droom*, each of the 13 'chapters', spread over four discs, is a module of work by itself. If children fail in a task there are practices provided on a supplementary disc to give them further experience with a particular type of problem. Importantly, each chapter may be tackled independently – unlike many adventure programs, children are not sent back to the beginning to try again, but are given a chance to persevere at the task until they solve it.

Sherston Software has followed the success of its excellent *Wizard's Return* with two mathematical adventures: *Animal Rescue*, aimed at six to eight-year-olds, and *Space Mission Mada*, suitable for nine to 13-year-olds. The former program comprises three parts plus a 'problems practice section'. A nasty troll has stolen an animal from the animal park. The children's task is to recover the animal, solving mathematical

problems on the way. The thought and care that have gone into the design of *Animal Rescue* show in the small details – eg, providing a vocabulary list for a wall display. Featuring delightful graphics and a simple input routine, *Animal Rescue* will prove a valuable resource particularly for infant and primary schools. *Space Mission Mada* resembles *Dust* in its concept. Children must fly from a distant galaxy to earth in order to save a little girl's school from threatened closure – Sherston Software believes in keeping its themes current! There are wonderful graphics, and a wide range of well-presented, mathematical puzzles and problems must be solved during the journey. This package not only complements work on an outer space theme very well but could also be used in a wide range of other classroom contexts.

Problem solving

Selective Software has also released a number of mathematics-based adventures over the past year which encourage a wide range of problem solving activities. *Little Red Riding Hood* is aimed at five to eight-year-olds. It needs only very simple input routines and presents a good range of appropriate problems to solve along the way. Surprisingly, the Concept Keyboard is not catered for. Selective uses mode 7 teletext graphics in all its adventures and *Cuthbert Catches a Cold* (six to nine-plus years) is no exception. A great deal of thought and effort has gone into those in this package, and they are both motivating, and well supported by additional materials and ideas for use. Animated graphics and the accompanying story book both help establish the scenario, and children soon develop an empathy for Cuthbert, so they are well motivated to attempt the problems and puzzles they are presented with.

Shylock Gnomes (10-plus years), has many features common to *Cuthbert*, but is cast more in the style of traditional adventure programs. As the determined (but fearful) Shylock roams freely through Dracula's castle he must overcome all manner of fiendish mathematical problems. Many

ideas are suggested in the handbook for development across a broad range of curriculum areas.

Longman Micro Software has not been slow to produce an excellent mathematical adventure game suitable for upper primary school children. *Kingdom of Helior* is different from most adventures in that each attempt is unique, there being no single solution. As each game is a new game children must find strategies for play rather than merely learn the particular positions of clues, hazards and treasures. The children must search a magic island for the treasures of Helior. The island is divided into three parts, which must be searched for treasures. Passwords must be discovered to enable each part to be explored. To gain these the children must solve mathematical puzzles and problems. These are found in the pupils' books as tasks one to six (each set of tasks corresponds to a level of difficulty). The tasks are varied and involve numerous aspects of mathematics. The pack contains three A4 pupils' books, a teacher's manual and two discs. The quality of the materials is excellent and the software transfers smoothly to Econet. A utilities disc allows both the scenario and tasks to be altered and modified to suit the needs of the children, and it transforms *Kingdom of Helior* into a truly content-free program. Children are able to write personalised adventures for their chums to solve!

Chalksoft and Nene Valley Publishing have teamed up to produce a multi-media pack of resource materials for eight- to 12-year-olds based on the life of the legendary King Arthur. At the core of *Arthur* is an adventure program in which the children are invited to join in the quest for the Holy Grail. Success in this adventure depends not only on solving problems, but also on choosing the right knight supporter at the right location (based on each knight's 'personality'). The support materials include taped stories, transparencies (plus taped commentary), project cards and copy sheets – impressive indeed. Although the level of reading difficulty of the cards will preclude younger children, *Arthur* is a complete set of activities which can be used immediately with conveniently little or no modification by the teacher.

4Mation is a name synonymous with high quality adventure programs for children. *Dinosaur Discovery* and *Zoopak,* two new additions to the range, will not disappoint. The former program has not been produced in-house, but has roots in Australia where it is marketed by Jacaranda Software. Essen-

tially, the children's task is to solve problems in order to gather all the articles necessary to collect a dinosaur egg and successfully incubate it. The graphics, puzzles and support materials are certainly up to the standard we have come to expect from 4Mation. Documentation is excellent, providing ideas for further development, a teacher's guided tour and listings for various practice programs.

Animal Rescue – **for six to eight year-olds**

Zoopak is a major resources pack providing a starting point for a zoo project. Comprising five programs (three problem-solving programs, a wordprocessor and database), activity sheets, zoo information and Concept Keyboard overlays, there is enough material provided to cover a wide range of ages and abilities. If you had previously thought of a school zoo visit as simply a look-and-fill-in-a-worksheet session, then *Zoopak* will definitely open your eyes to a variety of imaginative new approaches to the topic.

Interaction

To make the most of any of these adventures – or any others – our experience shows that children should be grouped in threes or fours to maximise computer time and encourage group interaction. The result is that children can discuss options and draw upon a larger fund of ideas. It is important to encourage children to discuss strategies and ploys, not to accept things at face value but to seek verification. Failed strategies should be seen as a group problem and the suggestions of every member should be valued equally.

Make sure that each group has a balanced composition. Girls must be allowed full opportunity to contribute as should the shy, reserved boy. Particularly dominant children must be encouraged to exercise restraint. The success or failure of a group can depend on the teacher's skill in putting the right children together.

Computer time will be a problem in most

schools. This is why the best adventures must encourage back-up work away from the micro. It is vital that a program can be used in the context of a twice-weekly computer session, and so support materials are vital as well.

Although many packages have a taped or printed 'story' to introduce the scenario, teachers must keep in mind that the children's age, ability and previous experience with adventure programs will determine the real starting point. Quality adventure packages tend to be expensive items. Choosing software which has been purchased in bulk by your local education authority adviser can be one way to lessen the financial burden. All schools should be able to manage to purchase two or three adventures to cover a suitable age range.

Finally, if any of the packages mentioned in this article are to succeed then they require a capable and enthusiastic teacher to bring them to life. Next month we will look at the practicalities of using one of these adventure packages in the classroom and suggest a range of supporting materials to help you get the most from it.

Farm *for the BBC B, B+ and Master 128, £11.50 + VAT (disc), Northern Region Information Consortium Centre (NORICC), Resources Centre, Coach Lane Campus, Coach Lane, Newcastle upon Tyne NE7 7XA.*

Dust *for the BBC B, B+ and Master 128, £20.95 (disc), RESOURCE, Exeter Road, Off Coventry Road, Doncaster DN2 4PY.*

Animal Rescue *and* Space Mission Mada *for the BBC B, £18.40 each (disc) Sherston Software, 8 Court Street, Sherston, Malmesbury, Wiltshire SN16 0LL.*

Little Red Riding Hood, *£7.50 (disc),* Cuthbert Catches a Cold, *£19.95 (5.25-inch disc) or £21.95 (3.5-inch disc),* Shylock Gnomes, *£7.50 (disc) all for the BBC B, B+, and Master 128, Selective Software, 64 Brooks Road, Street, Somerset BA16 0PP.*

Kingdom of Helior *for the BBC B, B+ Master 128, £32.00 + VAT (disc), Longman Micro Software, Longman House, Burnt Mill, Harlow, Essex CM20 2JE.*
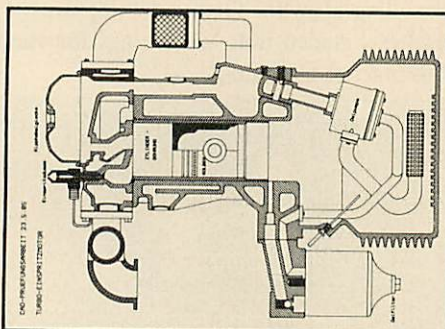
Arthur *for the BBC B, B+, Master 128 and Master Compact. £29.95 + VAT (5.25-inch disc) £31.95 (3.5-inch disc), Rickitt Educational Media, Ilton, Ilminster, Somerset TA19 9HS.*

Dinosaur Discovery *£16.00 + VAT (disc),* Zoopak *£21.00 + VAT (disc), for the BBC B, B+, Master 128 and Master Compact, 4Mation Educational Resources, 'Linden Lea', Rock Park, Barnstaple, Devon EX32 9AQ.*

SPECIAL EFFECTS

You can create printer drivers to allow unusual effects for *ViewSheet*

Graham Bell

The Acorn *Printer Driver Generator* can be used to create printer drivers for the *View* family. These allow special highlight codes specifying printer effects to be put in your text. When the time comes for printing, the printer driver translates the highlight codes into the relevant control codes for the printer. As various types of printer demand different control codes to start, say, underlining, you use a separate printer driver for each printer. This allows the same piece of *View* text to be printed out on any type of printer, without modification, just by using a different driver.

Printer drivers can also be used with *ViewSheet*. Highlight codes can be attached to the printer window definitions:

```
Wi TopL BotR Pos Cw Bw Fmt   Opt
PO A1  E17      8  6  D2RM  TS2
```

The 2 under Opt shows the window should be printed with highlight 2 set; that is, in bold.

This way, you can use two effects on the spreadsheet; underline and bold. With *View*, you can use extended highlight sequences to give other effects, but this isn't possible with *ViewSheet*.

However, you can create extraordinary printer drivers that allow unusual effects to be used for special *ViewSheet* models. The technique is to lie to the generator.

The first type of special effect can be applied to the whole of the print-out. One of the difficulties of using spreadsheets with a printer is that many sheets exceed the maximum width of the printer. Most printers are only 80-columns wide. Using a dot-matrix printer, this restriction can be lifted by selecting a condensed font, which usually gives up to 132 characters across the paper on an 80-column printer. The condensed font must be switched on before printing commences by sending the relevant control codes to the printer.

This can be achieved by specifying the necessary control codes when using the generator to create a printer driver. You type in the codes when the generator asks for the printer initialisation codes. For example, the following answer will make

```
      TEMPERATURES

  °C              °F

   0              32
   2              36
   4              39
   6              43
   8              46
  10              50
  12              54
  14              57
  16              61
  18              64
  20              68
  22              72
  24              75
  26              79
  28              82
```

NLQ, italics and the degree symbol together

an Epson FX80 or compatible printer set condensed mode when the printer driver initialises it:

Include printer initialisation?
Y

Give code sequence for initialising the printer:
ESC "I" 1 15

The 'ESC "I" 1' is the standard initialisation code for an FX80 compatible printer. It allows the pound sign to be printed using control code '6'. The extra '15' code sets condensed mode. Answer all the generator's other questions as usual.

The initialisation code is sent by the printer driver to the printer every time printing is started. Other effects can be selected in a similar way: the printer could be set to NLQ mode for example, by including 'ESC "x" 1' in the sequence. This should be 'ESC "("' for Kaga 810 and Canon PW1080 printers.

If necessary, complex sequences of up to a maximum of between seven and 21 separate codes can be entered into the initialisation routine (the actual maximum depends upon what codes are entered!).

Another type of special effect concerns

the whole of an individual printer window. Highlight options one and two are normally attached to a printer window definition, and cause that window to be printed in bold or underlined. If, for example, a combination of bold face and italics is needed instead, then press 'Y' in reply to the generator's 'Include underlining?' question, but give the codes for italics when the generator asks for the underline on and off codes. Answer the other questions in the normal way: press N in response to 'Include italics?' and also superscript and subscript, as there is no way to use them with *ViewSheet*.

When this special driver is used to print out a spreadsheet, if highlight option one is set for a printer window, the window will print in italics, even though the driver thinks it is using underlining.

Lying about the ASCII code that prints the three special characters – hash, dollar and pound signs – allows printing of any other special characters that the printer provides. For example, just put hash on the sheet. The printer driver will translate this to the altered code, and the printer will print the special character.

For example, a degree symbol (°) can be printed on an Epson FX80 or compatible printer by specifying code 5:

Give the code(s) to obtain #:
5

Using this, a degree symbol can be printed by using the hash on the spreadsheet.

Another way to use these special characters is as alternative highlights. If you specify the control codes to start italics for the pound sign, and the italics stop codes for the dollar sign, then pound and dollar can be used on the sheet to switch italics on and off. So:

```
123 £456$ 789
```
would print as:
```
123  456  789
```
If you do this, it is best to include a space character at the end of the italics control codes like this:

Give the code(s) to obtain £:
ESC "4" " "

This ensures that the columns line up.

Penpal wanted to swap info, must have disc drive. Details Jeremy Coen, 42 Cheviot Road, Millbrook, Southampton SO1 4AA. Tel: (0703) 778790.

Serious BBC penpal wanted to exchange info. Must have disc drive. Write to: Mark Thompson, 42 Glenward Avenue, Lennoxtown, Scotland. Tel: Lennoxtown 311443.

Need help with your BBC? Want a contact? Then contact me for hints and tips for your BBC computer. Contact Avtar Singh, 35 Stanmore Place, Lidget Green, Bradford BD7 2EN.

BBC B with DFS 0.90, *Wordwise + Word Aid*, Mitsubishi D/S 40/80 disc drive, joysticks, Microvitec 1451 col monitor, Star Gemini 10X printer, games inc. *Elite*, books, paper, discs plinths, £600 ono. Tel: 01-508 1453.

BBC B 1.2 OS, good condition, £300 worth of games, including *Elite, Sentinal, Repton 1* and *2*. Good condition, £198. Tel: (0742) 667828, Sheffield.

Electron, mint condition, tape recorder, leads, joystick and interface, manual, games, dust cover, magazines. 12 months old, £120. Tel: (0222) 759872.

Viglen single sided 40/80 track switchable disc drive, £70. Tel: (0702) 521903 ask for Simon.

Music 500, £45 ono. Includes leads and extra software (suppled on any medium). Contact Steve on (0243-69) 6666, evenings only.

Burroughs 5-inch green screen monitor, 12VDC comp video, £35. Tel: Colchester (0206) 330775 (Bill).

Electron, tape recorder, leads, lots of software and magazines including *Elite* and languages. All as new, only £130. Tel: (0226) 753160.

Electron Plus One (printer joystick etc, interface) new, boxed, £35 ono. Tel: 061-432 7456, (John).

Grafpad 2 new style with Master software. Boxed, unused, unwanted gift, £45 or swap for Marconi rollerball. Tel: Salisbury (0722) 23205.

6502 second processor, £50, as new. Tel: 01-471 9644, anytime. Also has anyone a Z80 ROM for sale or swap?

Acorn Electron, £60. Plus One, £20. *View, ViewSheet* cartridges, £10 each. Books and manuals free. £90 secures everything. Tel: Mark, 051-733 2370.

Torch Z80 second processor, two dual 80 track drives, perfect software, £300 ono. Acorn Master ROM sockets, £5. Dr Jowitt, (0252) 22521.

Master 128/512 computer, monitor, twin disc drive, printer, complete business software system, worth £1850. For quick sale £1400 ono. Tel: (0865) 244834.

BBC B OS 0.9, DFS, 40 track single-sided drive, Epson printer, Sanyo monitor, sideways RAM, data recorder, *View*, discs, manuals, £499. Tel: (0742) 680968.

Colour monitor: Microvitec 1451 medium resolution, £230. Tel: 01-940 0896.

Untouched 400k 40/80 track drive and PSU, DS, bundled software, £85. Microvitec Cub, RGB/TTL analogue monitor, med-res, £175. Offers welcome, Mike: 01-586 4982.

Cumana CS100, 100k single sided 40 track disc drive, PSU, cased, 2 drive cables, manual, boxed, little used, £70. Phone: Wokingham (0734) 788193.

Torch Z80 card complete with perfect software, BBC Basic (Z80) and all manuals, £160 or exchange for Music 5000. Tel: (0742) 459165.

Printer/plotter, Tandy CGP 115, four colour, with five 4.25-inch paper rolls, vgc, £40, ono. Tel: Hornchurch (04024) 41593.

Cumana 89 file Electron disc interface, unused. Exchange modem or other equipment. Towse, Mweya, Budock Vean Lane, Falmouth, TR11 5LG.

Electron, Plus One, AP4 disc interface, 80 track double-sided drive, data recorder, monochrome monitor, *View*, etc, £300. Tel: (02556) 6199, evenings and weekends.

Microvitec 1451 colour monitor £175, *Starstore II* database, unused, £20, Electron Master RAM board (kit), £40. Tel: (078 571) 3855 (evenings).

Plus 3 ROM Box Plus, T2P3 and twenty discs, full of programs, boxed as new, £175. Electron, tapes books and magazines, £70. Tel: (0272) 852702.

BBC B, OS 1.2, *Speech*, DFS 0.90, 2 double sided 40 track disc drives, data recorder, 16+ discs, 85+ games, manuals, magazines, excellent condition, £470 ono. Tel: Maidenhead (0628) 22921.

For sale, 37 issues of *Acorn User* and eight other BBC magazines. £20 for the lot. Phone (0993) 850 974, after 6pm.

Forth manuals (two), De Grandis-Harrison, *Functional Forth*, Boris Allan, *Forth Language*. All three for £10. Tel: (0604) 405184, (Northampton).

Electron with upgraded Plus One ROM Box AP4. ROMs: *View, ViewSheet*, ADT, T2P4, games, magazines, manuals. Offers approx £240. Tel: Lincoln 730268.

Solidisk 2 meg 32k RAM board, £32. Kaga KP810 printer, £165. *Superart* package, £32. *Pagemaker* package, £32. Digimouse wanted: 01-968 3454.

BBC B 1.2 OS, 0.9 DFS, double-sided 40/80 track drive, Delta 14C joystick, 20 discs, manuals, magazines, excellent value, £380 ono. Tel: Grimsby 827942.

Printer Epson FX80, immaculate condition. First offer £65 secures. Phone: David Fulton 01-455 0337.

Volex teletext adaptor, latest ROM (1.4), £55. Watford ROM/RAM card 128k, £60. *Aviator* disc, £10. All as new. Tel: (0629 82) 2197.

Electron First Byte joystick, Quickshot, software, mags, all leads etc, £70. Call: 01-654 9275, weekends and ask for David. Offers?

Magazines *AU* (1985), *Micro-User* (1984, 1985), *PCW* (1983, 1984, 1985) – £1 per year. Buyer collects. Tel: Maiden-

head (0628) 23610.

Atom 12k +12k, sound board, ROM Box with ROMs, FP ROM, incomplete disc pack and information. Price: £95 ono. Tel: 01-940 5635.

BBC B, Oak case, dual 5.25-inch drives, Solidisk 256k, Z80 system, dual DFS/ADFS, software, all inclusive, £650, ono. Cannot split. Tel: 021-358 7572. 7.30pm-10.30pm

Twin Teac 100k drives, excellent condition, £95. Watford DFS 1.43 kit complete plus manual, discs, £35. Tel: Chris, Reading 598379.

Wanted fairly new Replay system, not more than a year old. Good condition. Contact (0527) 72732, after 6pm.

Wanted dot-matrix printer, Epson, Kagan or WHY. Must be good quality with parallel interface and tractor-feed. Tel: (0756) 5156 (eves).

BBC B, 1.2 OS, Basic II, Watford 1.30 DFS, dual single-sided 80 track disc drives, mouse and GDump ROMS, Zif socket, joysticks, 20 discs, many games and utilities, £350. Tel: (0865) 61249.

Data General Nova mainframe, CPU, hard disc drive, floppy disc drive, power supply, 6 foot cabinet. Offers invited. Tel: 021-472 3688.

Shinwa CP80 dot-matrix printer, £100. Mouse and *Super Art*, £45. Tel: (0224) 575695, after 6pm.

Electron with disc interface, manuals, *View*, *ViewSheet*, software, games, ROM Box, Plus One, £250 ono, will split. Tel: (0480) 55115, after 6pm.

BBC B 1.2 OS issue 4 Voltmace Delta 14B joystick, driver/cassette, *Elite*, *Vu-Calc*, *Chess*, Mini Office, Basicode user guide, *Welcome*, 7 books, £250 ono. Tel: Bruce Castle (038 789) 211, evenings.

Twelve-inch high resolution amber Taxan monitor, vgc, £65 delivered. Also Z80 second processor, package complete, £150 delivered. Telephone: Gerry on (0779) 8422.

Star commands for Queudata DWP1120 owners, details from Ian Shanks, 22 Bramley Drive, Offord Darcy, Huntingdon, Cambs PE18 9SF. Phone: (0480) 812017.

Run American software, VS, MOS and VS Basic, 32k ROM, £35. Roger Roth, 1237 Beechwood Lane, Menasha, Wisconsin, 54952, USA.

BBC B 1.2 OS, Watford DDFS, Watford 32k shadow RAM board, Peartree 4 ROM expansion board, *View*, *Spell-*

check, mint. £250. Tel: (0760) 22587, evenings.

BBC B dual floppy disc controller 1770, plus 8271 Solidisk fourmeg 256k, Basic 4, *View* 3.0. Tel: (0582) 606641.

Printer: Brother HR5 thermal transfer, hardly used, in original box, 30 cps, extra ribbons, paper, bargin £30. Tel: Daniel on 01-427 9508.

Wanted: manual for Arabic ROM for the BBC micro. Contact Khairul, Southampton, (0703) 584530, after 6pm.

Acorn User magazines for sale: issues 23 to 56, good condition and complete. Offers. Phone: (0624 84) 2910.

BBC B 1.2 O.S, issue 7, cassette deck, software, £190. Tel: 061-226 4331, after 5pm.

Micro transmitter kit, size: $3'' \times 1'' \times \frac{1}{2}''$ with up to a one mile range. Transmits on VHF/FM bands onto a domestic radio. Only £12.95. Julian Cox, 11 Cheswick Drive, Gosforth, Newcastle-Upon-Tyne NE3 5DF.

BBC B printer, disc drive, ISO Pascal, SWR 32, Speech upgrade, *Pagemaker*, Digimouse, *Wordwise*, £300 + software. Cost £1,225 +, sell for £760 ono. Tel: John, 01-699 3134.

ACORN Z80 second processor, all manuals and software including word-processor, database, spreadsheet, nucleus, Cobol. As new, £220. Tel: Ascot 27951.

Electron Plus One, *View*, *ViewSheet*, Hopper cartridges, twelve games, Commander 3 joystick interface. All less than six months old, £75. Tel: (0222) 755250.

Solidisk SWR 256, £80. Solidisk DFDC £20. *Spellmaster* 128R ROM, boxed, £30. Must sell. Darren Sillett, 1 Prospect Avenue, Farnborough, Hampshire.

Wanted Amcom DFS from Pace. All my files locked due to changing to Master. Phone: 051-546 8955, Joseph.

BBC micro accessories: Acorn joysticks (pair) £10, data cassette + lead, £20. Monitor stand, £15. 3 years of *Acorn User, Micro User, Beebug* magazines some bound. Offers? Tel: Highcliffe (04252) 71972.

BBC B, data recorder, dust cover and 20 games including *Ravenskull* and *Citadel*, £200. Tel: (0248) 722537.

Teleprinter for BBC B. Can be seen working, £50. Stansted, Essex. Tel: (0279) 812121.

For sale, Solidisk sideways RAM 32k, £35. Ring Jamie on (02214) 2433, after 7pm please.

DIARY

Two micros enter the world

Abuser announces the arrival of two babies this month. First is Kezia, pride and joy of Wimbledon, offspring of Linda and Editor Tony. Many congratulations. Second is 'Archimedes', the pride and joy of Cambridge. But Acorn's super fast ARM processor at the heart of the new machine is already under a cloud.

Product manager David Bell claims to have broken his ARM, and this has cast doubts upon reliability. Apparently poor David fell off a ladder days before the Archimedes launch, and has been encased in plaster from wrist to shoulder ever since. He blames hurrying a DIY job, but says he had to rush as the builder delivered the windows late. Kindly first-aider Bob Coates helped the victim, using his spare shirt to improvise splints.

Storm clouds coming

Abuser presents the fourth in the best-selling back page trilogy. This time it's a one-line flight simulator called *Storm Clouds over Zaqqit*. Zaqqit features all-action colour wire-frame graphics and full hidden line removal, but only on the cassette inlay.

In fact, it's just another version of the old favourite, *Bomber*; bomb the buildings and land the plane. Type AUTO, then enter the listing (right) carefully, pressing Return at the end, then Escape. Finally, save and run the program.

People have asked the Diary experts to describe their marketing of games. In fact only the name is important, but all the best names are subject to copyright. We use a random letter generator program 'PARTS-I' to create new words, and those that contain at least a Q or an X are judged by a panel of native Norwegian speakers and cleared by the Esperanto Association.

```
10 MO.7:F.I=0TO
39:F.J=23-RND(7)TO
22:V.31,I,J,35:N.,
:X=0:Y=0:A=0:B=0:C
=0:REP.V.31,A,B,32
,8,10,C*118,31,X,Y
,62,8:A=A*C-X*(C=0
):B=(B+1)*C-Y*(C=0
):C=C*(B<22A.C)+IN
KEY-99*(C=0):X=-(X
+1)*(X<39):Y=Y-(X=
0):V=?(&7C00+X+I*Y
):V.32:U.V<>32ORY=
22:*FX15
```

Raiders of the Arc lost

Anyone bring the *A-Z*?

Picture a summer Tuesday morning, sun still low in the sky. The *AU* hacks set off confidently for the Archimedes launch, to be held not a mile from their London offices. Now picture a summer Tuesday, sun much higher in the sky. Still the *AU* hacks searched for the launch. They knew they'd spot it when they saw it. Up and down Piccadilly they searched, at a loss. Eventually one cried, 'Perhaps we should read the invitation – look, there's an address'.

At length ushered into a packed hall, they were shown the ads which later appeared in the national newspapers. Their hearts fell. Togas and laurel leaves, maybe, but 'Hail' was definitely a *Roman* greeting; Archimedes was a Sicilian, but belongs to the period of *Greek* civilisation. Perhaps it's an ad agency mistake. Perhaps they should have called it Horace.

What's in a name?

Ace reporter Orson Fact's diligent detective work (others know it as 'reading press releases') has revealed that several software houses are at work on products to run on the Archimedes. Chief among them is a new database manager, *Arc-hive*, said to be able to store over a million records. A desktop publishing package, *Archetype*, is almost ready; this wordprocessor allows the text to be printed in a variety of fonts. *Architect*, a CAD package is now nearing completion.

Games ready for release include a chess program, *Archbishop*, and a flight simulator, *Archeaopteryx*, but the first arcade release is likely to be a conversion of the old Orlando favourite, *Arcadians*.

Utilities announced at the *Acorn User* Show included *Archangel*, a RISC version of the *Genie* package, and *Arctic*, a sophisticated front-end for real-time clock.
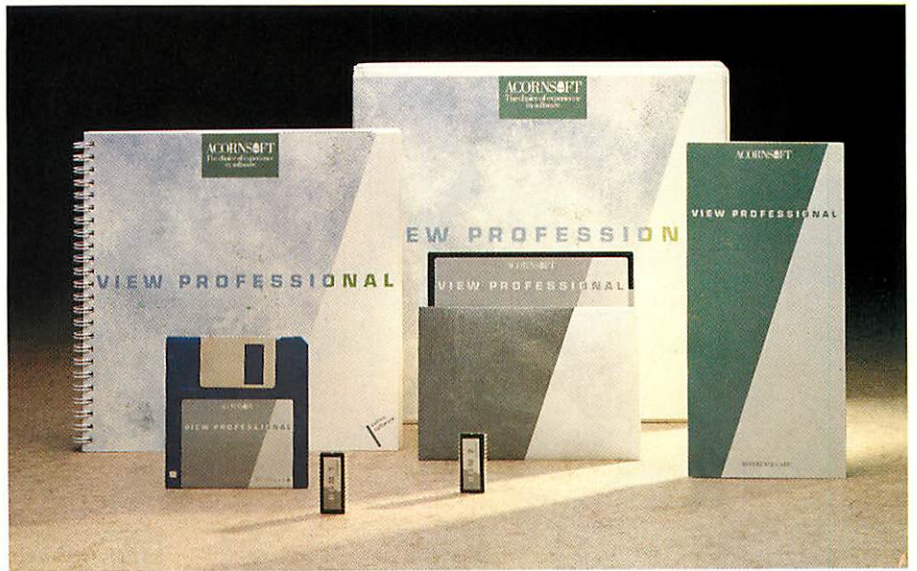
One of the most interesting developments is a new program, *Archer*, which is said to be able to write novels. Claims that this utilises techniques from the world of artificial intelligence are denied by its backers – one criterion for intelligence is the ability to learn from mistakes.